## The following are included in

## KVBC, Channel 3, Las Vegas, Nevada

4<sup>th</sup> Quarter, 2002

## **Children's Programming Report**

- 1. A copy of FCC 398 Children's Television Programming Report October 1, 2002 through December 31, 2002
- 2. NBC's Children's Program Airdates, Episodic program descriptions, and PSA's
- 3. Syndicated Program Airdates and episodic descriptions for "Jack Hanna's Animal Adventures" and "Animal Rescue"
- 4. Commercial Limits Certification
  October, 2002
  November, 2002
  December, 2002
- 5. Script for KVBC's on-air publicizing spot
- 6. Confirmation of airing of spot in number 5
  October, 2002
  November, 2002
  December, 2002

# **FCC 398 Submission Results**

FCC 398 Filing for Call Sign KVBC for quarter ending 12/31/2002

## Accepted!

Confirmation number: 36752

#### Errors and informational messages:

WARNING: Question 9, Aired Sponsored Program #1, Name is blank, other values ignored

WARNING: Question 9, Program #1, Title is blank, other values ignored

Federal Communications Commission Washington D.C. 20554

Approved by OMB 3060-0754

## FCC 398 **Children's Television Programming Report**

	Channel Num	iber Comr	nunity of License			
TOTAL		City		State	County	ZIP Code
KVBC	/BC 3 Las Vegas		<sup>7</sup> egas	NV	Clark	89101
Licensee						
Valley Broadcastii	ng Company					
_X_ Network Affil	iation: NBC		Nielsen DMA	A	World Wide Web Home Page Ad (if applicable)	ldress
Independent			Las Vegas		www.kvbc.com	
Facility ID Number		Previous Call Sig	gn (if applicable)		e Renewal Expiration Date	)
69677				(mm/do 10/01/2	d/yyyy) 2006	<del></del>
4. a. Does the licen	ndication of the targ	get child audience.				No
required by 47				0		
required by 47 b. Identify publis TV Guide, T Larimi Com TV Data Tec Prevue Netw MB Broadca Tribune Med Las Vegas Re TV Guide, R Video Viewin	shers who were semulsa, OK munications, Astor chnologies, Queens orks, Inc., Tulsa, C sting, St. George, lia Services, Glens eview-Journal, La	t information in 4. ria, NY sbury, NY OK UT s Falls, NY s Vegas, NV				
required by 47 b. Identify publis TV Guide, T Larimi Com TV Data Tec Prevue Netw MB Broadca Tribune Med Las Vegas Re TV Guide, R Video Viewin TV Las Vega	shers who were semulsa, OK munications, Astorehnologies, Queens orks, Inc., Tulsa, George, lia Services, Glens eview-Journal, Lar adnor, PA ng, Little Rock, AB us, Las Vegas, NV owing for each pro-	t information in 4. ria, NY bury, NY OK UT Falls, NY s Vegas, NV	a. a. ed during the past fl		s that meets the definition	of Core

	regularly scheduled	Preemptions	Report	
SA@9:30-10:00AM	13	0		
Length of Program: 30 (minutes)				
Age of Target Child Audience: from 9 years to 14 years				

Describe the educational and informational objective of the program and how it meets the definition of Core Programming. An engrossing program that shows the target audience, with typical kids ages 12-16, succeeding at several different physical, intellectural and strategic challenges in order to win a fabulous travel prize. The audience will be exposed to historical information about great feats of endurance, from Houdini's escape artistry to Sire Edmund Hillary's ascent of Mount Everest. Each of the 12 competitive challenges is a metaphor for one of these feats of endurance. In addition, there are strategic challenges based on ten character traits that are important for success. Contestants must estimate probabilities and beat the odds. Overall, the competition balances luck or fate against personal effort so that the contestants learn to balance intellect with intuition in developing their winning strategy. Narration and interviews during each episode trace the emotional growth and insights of the contestants, with an emphasis on how the experience of protracted competition and teamwork teaches both social skills and life skills for achieving success with your goals.

#### **Preemption Report**

Complete the chart below for each core program listed in Question 5 of FCC 398 that was preempted during the past three months. \* Total Times Aired is total times aired at regularly scheduled time plus Number of Preemptions Rescheduled.

Title of Program #1: Endurance				
Total Times Aired *	Number of Preemptions	Number of Preemptions Rescheduled		
13	0	0		

Date Preempted/Episode # (1)	If rescheduled, date and time rescheduled, If not rescheduled, enter N/A	Is the rescheduled date the second home?
N/A	N/A	Yes X No
If rescheduled, were promotional	efforts made to notify public of resch	eduled date and time?Yes _X_No
Reason for Preemption:Breaking NewsOther News	Sports Public	_X_Other

Title of Program #2: Scout's Safari			Origination <b>Network</b>
Days/Times Program Regularly Scheduled:	Total times aired at regularly scheduled time	Number of Preemptions	If preempted, complete Preemption Report
SA@10:00-10:30AM	11	2	]
Length of Program: 30 (minutes)			
Age of Target Child Audience: from 9 years t	to 14 years		

Describe the educational and informational objective of the program and how it meets the definition of Core Programming. Follows the development of 14-year old Scout Lauer, whose divorced parents have to quickly move Scout from her father's home in New York City to her mother's home on a game reserve in South Africa. The overarching goal of the series is for our main character, Scout, to model a learning process for the audience that charts her socioemotional growth as she adjusts to a completely new life in South Africa. By the end of each episode, Scout will have moved from one level of knowledge to a higher level of knowledge or insight. Specific objectives are to show how

Scout makes a good transition into her blended family with a stepfather and new brother, makes new friends in a completely different system, understands different religous and cultural belief systems, and defines a place for herself where she feels secure and confident about her future. As the first children's show actually filmed on location in an African animal reserve, "Scout's Safari" will expose the audience to factually accurate content about threats to the natural environment and preserving animal species in their natural habitats.

#### **Preemption Report**

Complete the chart below for each core program listed in Question 5 of FCC 398 that was preempted during the past three months. \* Total Times Aired is total times aired at regularly scheduled time plus Number of Preemptions Rescheduled.

Title of Program #2: Scout's Safar	'İ	
Total Times Aired *	Number of Preemptions	Number of Preemptions Rescheduled
13	2	2
·		
Date Preempted/Episode # (1)	If rescheduled, date and time rescheduled. If not rescheduled, enter N/A	Is the rescheduled date the second home?
10/26/02	10/27/02@3:00PM	X_YesNo
If rescheduled, were promotional e	efforts made to notify public of resch	eduled date and time? _X_YesNo
Reason for Preemption:Breaking NewsOther News	_X_Sports Public	Other
Date Preempted/Episode # (2)	If rescheduled, date and time rescheduled. If not rescheduled, enter N/A	Is the rescheduled date the second home?
11/23/02	11/24/02@3:00PM	X_YesNo
If rescheduled, were promotional e	efforts made to notify public of resch	eduled date and time? _X_YesNo
Reason for Preemption:Breaking NewsOther News	_X_Sports Public	_Other

Title of Program #3: Strange Days At Blake Holsey High	Origination Network			
Days/Times Program Regularly Scheduled:	Total times aired at regularly scheduled time	Number of Preemptions		d, complete Preemption
SA@10:30-11:00AM	10	3		
Length of Program: 30 (minutes)				
Age of Target Child Audience: from 9 years to	14 years			

Describe the educational and informational objective of the program and how it meets the definition of Core Programming. Focuses on a group of five young teens who are students at a very unusual boarding school. Strange phenomena happen at the school, and our kids our members of a science club that decides, with the help of their professor, to figure it all out. The iniator of many of their investigative processes is the newest student to the school, Josie Trent. In exploring the larger mystery of why the phenomena occur, our kids also deal with issues relating to their socioemotional development. The educational goal of the program is to embed scientific content in a narrative story with strong socio-emotional messages. In each episode, one of the main characters models a learning process that relates to

their social competence. Each episode also explores science content that relates to resolving an immediate problem or some aspect of the larger mystery. Specific objectives are to expose the audience to content about the physical sciences, such as black holes, worm holes, vortexes, gravity, electricity, satellite transmissions and radio frequencies. Through the character's experiments, the audience is exposed to the scientific method, hypothesis testing and analysis of data. Other objectives ar to model the development of group cohesion, teamwork, and social competence within the group and between the group and other significant people in their lives.

Title of Program #3: Strange Da	ys At Blake Holsey High	
Total Times Aired *	Number of Preemptions	Number of Preemptions Rescheduled
13	3	3
Date Preempted/Episode # (1)	If rescheduled, date and time rescheduled. If not rescheduled, enter N/A	Is the rescheduled date the second home?
10/26/02	10/27/02@3:30PM	X Yes No
If rescheduled, were promotiona	l efforts made to notify public of resch	eduled date and time? X Yes N
Reason for Preemption:	71	
Breaking News Other News	_X_Sports Public	Other
Date Preempted/Episode # (2)	If rescheduled, date and time rescheduled. If not rescheduled, enter N/A	Is the rescheduled date the second home?
11/16/02	11/17/02@3:30PM	X Yes No
If rescheduled, were promotiona	l efforts made to notify public of resch	eduled date and time? X Yes N
Reason for Preemption:		
Breaking News	_X_Sports	Other
Other News	Public	
Date Preempted/Episode # (3)	If rescheduled, date and time rescheduled. If not rescheduled, enter N/A	Is the rescheduled date the second home?
11/23/02	11/24/02@3:30PM	X_Yes No
If rescheduled, were promotional	l efforts made to notify public of resch	eduled date and time? X Yes N
Reason for Preemption:	71	
Breaking News	_X_Sports Public	Other

	time	. [	
SA@3:00-3:30PM	12	1	
Length of Program: 30 (minutes)			-
Age of Target Child Audience: from 9	years to 14 years		

Describe the educational and informational objective of the program and how it meets the definition of Core Programming. Is based on the award-winning BBC/Discovery series "Walking with Dinosaurs". It begins over 200 milion years ago with the Triassic Period. Over several weeks, the audience travels through time to the Jurassic, Early Cretaceous and Mid-Cretaceous Periods, which ended 65 million years ago. The dawn of the mammals is then covered, with the series ending just a few million years ago. The objectives of this show are to, expose the audience to a re-creation of the prehistoric world and explain how the animal kingdom might have lived day by day. Expose learners to content that will enable them to differentiate and match species to eras, to habitat, and to their respective behavior patterns. Expose the audience to information on how and why certain prehistoric beasts were the precursors of species alive today. Expose the audience to basic concepts of the life cycle, the food chain, and the process of species survival vs. extinction. Expose the audience to content on the development of the Earth's geography and the relationship of weather, geography, and natural events to the development of different animal species.

#### **Preemption Report**

Complete the chart below for each core program listed in Question 5 of FCC 398 that was preempted during the past three months. \* Total Times Aired is total times aired at regularly scheduled time plus Number of Preemptions Rescheduled.

Title of Program #4: Prehistoric Planet			
Total Times Aired *	Number of Preemptions	Number of Preemptions Rescheduled	
12	1	0	

Date Preempted/Episode # (1)	If rescheduled, date and time rescheduled. If not rescheduled, enter N/A	Is the rescheduled date the second home?
10/5/02	N/A	Yes X No
If rescheduled, were promotional	efforts made to notify public of resch	eduled date and time?Yes _X_No
Reason for Preemption:Breaking News Other News	_X_Sports Public	_Other

Title of Program #5: Croc Files	Origination Network		
Days/Times Program Regularly Scheduled:	Total times aired at regularly scheduled time	Number of Preemptions	If preempted, complete Preemption Report
SA@3:30-4:00PM	13	0	
Length of Program: 30 (minutes)			
Age of Target Child Audience: from 9 years t	o 14 years		

Describe the educational and informational objective of the program and how it meets the definition of Core Programming. Takes the audience on world-wide travels with naturalist, adventurer and storyteller Steve Irwin of the Australian Zoo. In humorous and adventursome episodes, Steve, with hsi wife Terri and a small crew, travel to different locales to film a wide variety of animal species. The objectives of this show are to expose the audience to the habitat, behavior patterns and, in most cases the dangers of most types of non-domesit ated animals. Demonstrate to the audience how to be safe around wild animals, particularly dangerous predators and poisonous snakes. Inform the

audience about the life cycle, eating habits and social behavior of different animals. Inform the audience about conservation issues and the relationship and importance of different animals to specific ecosystems.

#### **Preemption Report**

Complete the chart below for each core program listed in Question 5 of FCC 398 that was preempted during the past three months. \* Total Times Aired is total times aired at regularly scheduled time plus Number of Preemptions Rescheduled.

Title of Program #5: Croc Files		
Total Times Aired *	Number of Preemptions	Number of Preemptions Rescheduled
13	0	0

Date Preempted/Episode # (1)	If rescheduled, date and time rescheduled. If not rescheduled, enter N/A	Is the rescheduled date the second home?
N/A  If rescheduled, were promotional	N/A efforts made to notify public of resch	Yes X No  meduled date and time? Yes X No
Reason for Preemption:Breaking NewsOther News	Sports Public	_X_Other

Title of Program #6: TLC's Operation Junkyard	Origination <b>Network</b>			
Days/Times Program Regularly Scheduled:	Total times aired at regularly scheduled time	Number of Preemptions		ed, complete Preemption
SA@4:00-4:30PM	12	1		
Length of Program: 30 (minutes)				
Age of Target Child Audience: from 9 years to	14 years		•	

Describe the educational and informational objective of the program and how it meets the definition of Core Programming. Is a reality show that creates teams of kids who are interested in building and inventing, and puts the teams in competitive engineering challenges. The over-arching goal of the program is to show how the basic principles of engineering are accessible to anyone who wants to know "how things work". Specific objectives are to comunicate to the audience how teams can work successfully under pressure to create working machines and to demonstrate the use of recyclable objects to create something completely different from the object's original purpose. In each episode, two groups of foru kids form teams that actually work under defined time pressures and information limitations. They have to create, from the junk on an "Operation Junkyard" bus, working machines that spray water, float on water, catapult balls, scoop mud, life objects or even fill pies. The engineering is diagrammed for the audience to track each team's progress, and the underlying concepts of the project are explained in everyday terms. After each mahcine is build, a rousing and sometimes hilarious competition si held to see which contraption succeeds in fulfilling its purpose.

#### **Preemption Report**

Complete the chart below for each core program listed in Question 5 of FCC 398 that was preempted during the past three months. \* Total Times Aired is total times aired at regularly scheduled time plus Number of Preemptions Rescheduled.

Title of Program #6: TLC's Operation Junkyard						
Total Times Aired *	Number of Preemptions	Number of Preemptions				

				Resci	heduled	
12	1		•	1		
	•			•		
Date Preempted/Episode # (1)		cheduled, date and time eduled. If not reschedul N/A		Is the r home?	escheduled date the second	
11/16/02	11/17	7/02@3:00PM		X_Ye	es No	
If rescheduled, were promotiona	l efforts r	nade to notify public of	resched	uled da	te and time? _X_YesNo	
Reason for Preemption: Breaking News Other News		X_Sports Public		Other		
itle of Program #7: ack Hanna's Animal Adventures					Origination Syndicated	
ays/Times Program Regularly Sched	uled:	Total times aired at regularly scheduled time	Numb Preen		If preempted, complete Preemp Report	tion
A@4:30-5:00PM		12	0			
ength of Program: 30 (minutes)						
ge of Target Child Audience: from 1	3 years to	o 16 years				
nis live action program is designed a meras follow Jack as he spends tim towledgeable about each animal an orld around them in a way that presponsible universe.	e with na d habitat	iture's creatures aross , teaching as he goes. E	the con lach ep	itinents isode is	s. Jack talks with people that a s designed to reveal to childrer	ıre
		Preemption Report				
Complete the chart below for each past three months. * Total Times a Preemptions Rescheduled.						
Title of Program #7: Jack Hann	a's Anim	al Adventures				
Total Times Aired *	Num	ber of Preemptions			per of Preemptions neduled	
12	0			0		
				<u></u>		
Date Preempted/Episode # (1)		cheduled, date and time eduled. If not reschedule N/A		Is the re home?	escheduled date the second	
N/A	N/A			Yes	s_X_No	
If rescheduled, were promotional	efforts n	nade to notify public of	resched	uled da	te and time?Yes _X_No	
Reason for Preemption: Breaking News Other News	_	_Sports Public	_X	_Other		

Non-Core Educational and Informational Programming

**6.** Complete the following for each program that you aired during the past three months that is specifically designed to meet the educational and informational needs of children ages 16 and under, but does not meet one or more elements of the definition of Core Programming. See 47 C.F.R. Section 73.671. Complete chart below for each additional such educational and informational program.

mul on Ma			· · · · · · · · · · · · · · · · · · ·	
Title of Program #1: Animal Rescue				Origination Syndicated
	<u> </u>	T		
Dates/Times Program Aired:	Total times aired	Number of Preemptions		duled, list date and time
SA@4:30-5:00AM	13	0		
Length of Program: 30 (minutes)				
Age of Target Child Audience: from 13 years to	16 years			
Describe the program.  Animal Rescue is a weekly half-hour reality se focuses on the dedicated people around the wo instructs children on the proper care of anima the animal kingdom. The show is aimed at chilprotection.	orld who hel Is and prov	lp sick, injure ides safety tip	ed or abused animals. T os on how to care for al	'he program also l kinds of creatures in
Does the program have educating and informing purpose?	children ag	es 16 and und	er as a significant	_X_YesNo
If Yes, does the licensee identify each program a C.F.R Section 73.673?	it the beginn	ing of its airir	ng consistent with 47	_ <b>X</b> _YesNo
If Yes, does the licensee provide information reg the target child audience, to publishers of progra 73.673?				_ <b>X</b> _YesNo
			,	·
Title of Program #2: Jack Hanna's Animal Adventures				Origination Syndicated
Dates/Times Program Aired:	Total times aired	Number of Preemptions	If preempted and resche aired.	duled, list date and time
SA@11:00-11:30AM	5	0		
Length of Program: 60 (minutes)				
Age of Target Child Audience: from 13 years to	16 years			
Describe the program.  This live action program is designed to meet the cameras follow Jack as he spends time with na knowledgeable about each animal and habitate world around them in a way that presents post responsible universe.  Does the program have educating and informing	ture's creat , teaching a itive role m	tures aross th s he goes. Eac odels and pro	e continents. Jack talks ch episode is designed to social value within an	s with people that are o reyeal to children the
purpose?				
If Yes, does the licensee identify each program a C.F.R Section 73.673?	it the beginn	ing of its airir	ng consistent with 47	_X_YesNo
If Yes, does the licensee provide information reg the target child audience, to publishers of progra				_ <b>X</b> _YesNo

7	3	6	7	3	9

Title of Program #3:				Origination
Animal Rescue				Syndicated
Dates/Times Program Aired:	Total times aired	Number of Preemptions		duled, list date and time
SA@5:00-5:30AM	5	0		-
Length of Program: 30 (minutes)	·	<del></del>		
Age of Target Child Audience: from 13 years to	16 years			
Describe the program.  Animal Rescue is a weekly half-hour reality se focuses on the dedicated people around the wo instructs children on the proper care of anima the animal kingdom. The show is aimed at chil protection.	orld who he ls and prov	lp sick, injure rides safety tip	ed or abused animals. T os on how to care for al	The program also I kinds of creatures in
Does the program have educating and informing purpose?	children ag	es 16 and und	er as a significant	_X_YesNo
If Yes, does the licensee identify each program a C.F.R Section 73.673?	at the beginn	ning of its airir	ng consistent with 47	_X_YesNo
If Yes, does the licensee provide information reg the target child audience, to publishers of progra 73.673?				_X_YesNo
	··			
Title of Program #4: Jack Hanna's Animal Adventures				Origination Syndicated
Dates/Times Program Aired:	Total times aired	Number of Preemptions		eduled, list date and time
SA@11:00-11:30AM	5	0		
Length of Program: 30 (minutes)				
Age of Target Child Audience: from 13 years to	16 years			
Describe the program.  This live action program is designed to meet the cameras follow Jack as he spends time with naknowledgeable about each animal and habitat world around them in a way that presents postersponsible universe.	nture's crea , teaching a	tures aross thas he goes. Eac	ie continents. Jack talk ch episode is designed t	s with people that are to reyeal to children the
Does the program have educating and informing purpose?	children ag	es 16 and und	er as a significant	_X_YesNo
If Yes, does the licensee identify each program a C.F.R Section 73.673?	at the begins	ning of its airin	ng consistent with 47	_X_YesNo
If Yes, does the licensee provide information reg the target child audience, to publishers of progra 73.673?				_X_YesNo

#### Other Matters

7. Complete the following for each program that you plan to air for the next quarter that meets the definition of Core Programming. Complete chart below for each Core Program.

Title of Program #1: Endurance				Origination Network	
Days/Times Program Regularly Scheduled:	Total times to be aired	Length of Program	Age of Target Child Audience:		
SA@9:30-10:00AM	13	30 (minutes)	from 9 to 14 (years)		

Describe the educational and informational objective of the program and how it meets the definition of Core Programming. An engrossing program that shows the target audience, with typical kids ages 12-16, succeeding at several different physical, intellectural and strategic challenges in order to win a fabulous travel prize. The audience will be exposed to historical information about great feats of endurance, from Houdini's escape artistry to Sire Edmund Hillary's ascent of Mount Everest. Each of the 12 competitive challenges is a metaphor for one of these feats of endurance. In addition, there are strategic challenges based on ten character traits that are important for success. Contestants must estimate probabilites and beat the odds. Overall, the competition balances luck or fate against personal effort so that the contestants learn to balance intellect with intuition in developing their winning strategy. Narration and interviews during each episode trace the emotional growth and insights of the contestants, with an emphasis on how the experience of protracted competition and teamwork teaches both social skills and life skills for achieving success with your goals.

Title of Program #2: Scout's Safari				Origination Network
Days/Times Program Regularly Scheduled:	Total times to be aired	Length of Program	Age of Target Child Audio	ence:
SA@10:00-10:30AM	13	30 (minutes)	from 9 to 14 (years)	

Describe the educational and informational objective of the program and how it meets the definition of Core Programming. Follows the development of 14-year old Scout Lauer, whose divorced parents have to quickly move Scout from her father's home in New York City to her mother's home on a game reserve in South Africa. The overarching goal of the series is for our main character, Scout, to model a learning process for the audience that charts her socioemotional growth as she adjusts to a completely new life in South Africa. By the end of each episode, Scout will have moved from one level of knowledge to a higher level of knowledge or insight. Specific objectives are to show how Scout makes a good transition into her blended family with a stepfather and new brother, makes new friends in a completely different system, understands different religous and cultural belief systems, and defines a place for herself where she feels secure and confident about her future. As the first children's show actually filmed on location in an African animal reserve, "Scout's Safari" will expose the audience to factually accurate content about threats to the natural environment and preserving animal species in their natural habitats.

Title of Program #3: Strange Days At Blake Holsey H	Origination Network				
Days/Times Program Regularly Scheduled:	Total times to be aired	Length of Program	m Age of Target Child Audience:		
SA@10:30-11:00AM	13	30 (minutes)	from 9 to 14 (years)		

Describe the educational and informational objective of the program and how it meets the definition of Core Programming. Focuses on a group of five young teens who are students at a very unusual boarding school. Strange phenomena happen at the school, and our kids our members of a science club that decides, with the help of their professor, to figure it all out. The iniator of many of their investigative processes is the newest student to the school, Josie Trent. In exploring the larger mystery of why the phenomena occur, our kids also deal with issues relating to their socioemotional development. The educational goal of the program is to embed scientific content in a narrative story with strong socio-emotional messages. In each episode, one of the main characters models a learning process that relates to their social competence. Each episode also explores science content that relates to resolving an immediate problem

FCC 398 Page 11 of 14

or some aspect of the larger mystery. Specific objectives are to expose the audience to content about the physical sciences, such as black holes, worm holes, vortexes, gravity, electricity, satellite transmissions and radio frequencies. Through the character's experiments, the audience is exposed to the scientific method, hypothesis testing and analysis of data. Other objectives ar to model the development of group cohesion, teamwork, and social competence within the group and between the group and other significant people in their lives.

Title of Program #4: Prehistoric Planet	-			Origination <b>Network</b>
Days/Times Program Regularly Scheduled:	Total times to be aired	Length of Program	Age of Target Child Audience:	
SA@3:00-3:30PM	13	30 (minutes)	from 9 to 14 (years)	

Describe the educational and informational objective of the program and how it meets the definition of Core Programming. Is based on the award-winning BBC/Discovery series "Walking with Dinosaurs". It begins over 200 milion years ago with the Triassic Period. Over several weeks, the audience travels through time to the Jurassic, Early Cretaceous and Mid-Cretaceous Periods, which ended 65 million years ago. The dawn of the mammals is then covered, with the series ending just a few million years ago. The objectives of this show are to, expose the audience to a re-creation of the prehistoric world and explain how the animal kingdom might have lived day by day. Expose learners to content that will enable them to differentiate and match species to eras, to habitat, and to their respective behavior patterns. Expose the audience to information on how and why certain prehistoric beasts were the precursors of species alive today. Expose the audience to basic concepts of the life cycle, the food chain, and the process of species survival vs. extinction. Expose the audience to content on the development of the Earth's geography and the relationship of weather, geography, and natural events to the development of different animal species.

Title of Program #5: Croc Files				Origination Network
Days/Times Program Regularly Scheduled:	Total times to be aired	Length of Program	Age of Target Child Audio	ence:
SA@3:30-4:00PM	13	30 (minutes)	from 9 to 14 (years)	

Describe the educational and informational objective of the program and how it meets the definition of Core Programming. Takes the audience on world-wide travels with naturalist, adventurer and storyteller Steve Irwin of the Australian Zoo. In humorous and adventursome episodes, Steve, with his wife Terri and a small crew, travel to different locales to film a wide variety of animal species. The objectives of this show are to expose the audience to the habitat, behavior patterns and, in most cases the dangers of most types of non-domesit animals. Demonstrate to the audience how to be safe around wild animals, particularly dangerous predators and poisonous snakes. Inform the audience about the life cycle, eating habits and social behavior of different animals. Inform the audience about conservation issues and the relationship and importance of different animals to specific ecosystems.

Title of Program #6: Operation Junkyard	**********			Origination Network
Days/Times Program Regularly Scheduled:	Total times to be aired	Length of Program	Age of Target Child Audio	ence:
SA@4:00-4:30PM	13	30 (minutes)	from 9 to 14 (years)	

Describe the educational and informational objective of the program and how it meets the definition of Core Programming. Is a reality show that creates teams of kids who are interested in building and inventing, and puts the teams in competitive engineering challenges. The over-arching goal of the program is to show how the basic principles of engineering are accessible to anyone who wants to know "how things work". Specific objectives are to comunicate to the audience how teams can work successfully under pressure to create working machines and to demonstrate the use of recyclable objects to create something completely different from the object's original purpose. In each episode, two groups of foru kids form teams that actually work under defined time pressures and information limitations. They have to create, from the junk on an "Operation Junkyard" bus, working machines that spray water, float on water, catapult balls, scoop mud, life objects or even fill pies. The engineering is diagrammed for the audience to

track each team's progress, and the underlying concepts of the project are explained in everyday terms. After each mahcine is build, a rousing and sometimes hilarious competition si held to see which contraption succeeds in fulfilling its purpose.

Title of Program #7: Jack Hanna's Animal Adventure	s		Origination Syndicated
Days/Times Program Regularly Scheduled:	Total times to be aired	Length of Program	Age of Target Child Audience:
SA@4:30-5:00PM	13	30 (minutes)	from 13 to 16 (years)
Describe the advectional and info			

Describe the educational and informational objective of the program and how it meets the definition of Core Programming. This live action program is designed to meet the educational and informational needs of children. In each episode the cameras follow Jack as he spends time with nature's creatures aross the continents. Jack talks with people that are knowledgeable about each animal and habitat, teaching as he goes. Each episode is designed to reveal to children the world around them in a way that presents positive role models and pro-social value within an environmentally responsible universe.

Title of Program #8: Jack Hanna's Animal Adventure	es			Origination Syndicated
Days/Times Program Regularly Scheduled:	Total times to be aired	Length of Program	Age of Target Child Aud	lience:
SA@11:00-11:30AM	9	30 (minutes)	from 13 to 16 (years)	

Describe the educational and informational objective of the program and how it meets the definition of Core Programming. This live action program is designed to meet the educational and informational needs of children. In each episode the cameras follow Jack as he spends time with nature's creatures aross the continents. Jack talks with people that are knowledgeable about each animal and habitat, teaching as he goes. Each episode is designed to reveal to children the world around them in a way that presents positive role models and pro-social value within an environmentally responsible universe.

- 8. Does the licensee publicize the existence and location of the stations's Children's Television Programming Reports (FCC 398) as required by 47 C.F.R. Section 73.3526(e)(11)(iii)?
- 9. List Core Programs, if any, aired by other stations that are sponsored by the licensee and that meet the criteria set forth in 47 C.F.R. Section 73.671. Also indicate whether the amount of total Core Programming broadcast by another station

Name of Program	Call Letters of Station Airing Sponsored Program	Channel Number of Station Airing Sponsored Program	Did total programming Increase?
			Yes _X_No

For each Core Program sponsored by the licensee, complete the chart below.

Title of Program #1:			Origination
Days/Times Program Regularly Scheduled:	Total times aired	Number of Preemptions	If preempted and rescheduled, list date and time aired.
Length of Program: (minutes)  Age of Target Child Audience: from years t	o years		

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.

10. Name of children's programming liaison:	
Name Mari Beth Bindues	Telephone Number (include area code) 702-657-3200
Address 1500 Foremaster Lane	Internet Mail Address (if applicable) mbindues@kvbc.com
City Las Vegas	State NV

11. Include any other comments or information you want the Commission to consider in evaluating your compliance with the Children's Television Act (or use this space for supplemental explanations). This may include information on any other non-core educational and informational programming that you aired this quarter or plan to air during the next quarter, or any existing or proposed non-broadcast efforts that will enhance the educational and informational value of such programming to children, See 47 C.F.R. Section 73.671, NOTE 2.

See public file for public service announcements designed specifically for children.

KVBC as part of their community outreach also provides station studio tours to local youth groups. For the first quarter of 2001, KVBC conducted seventeen youth tours.

The More You Know Website, (www.nbci.com/tmyk) features actual video clips from the award-winning public service announcements, referral information for the organizations referenced in the PSA's, a general campaign overview, and educational materials produced in connection withe NBC programming. The site also includes a "feature of the month" page which addresses select TMYK topics, a list of the campaign's most recent accolades, and actionable video of the latest TMYK events.

To supplement and enhance the educational value of the network's "Teen NBC" programs, NBC has a web site (www.nbc.com/tnbc)specifically dedicated to teens. This site was recently re-launched with a new design. The goals of this site are first, to create a platform for the teen community where opportunities for self-expressions become the core of the interactive experience; second to build these communities wherever possible around the themes and ideas generated within the TNBC shows themselves; and third, to provide online resources of information and guidance around the issues that most effect teens' lives.

Features of the web site include information on the upcoming episodes of each of the TNBC shows, as well as information about the shows and their cast members. A free TNBC email service is provided for teens to foster community and communication. There is a prominent link to the Snap.com "Teen Zone" which includes polls, message boards and features on subjects such as relationships, family, advice columns, dating, drugs and alcohol, entertainment and other teen sites on the web. There are chat rooms for teens, hosted by Talk City.

WILLFUL FALSE STATEMENTS MADE ON THIS FORM ARE PUNISHABLE BY FINE AND/OR IMPRISONMENT (U.S. CODE, TITLE 18, SECTION 1001), AND/OR REVOCATION OF ANY STATION LICENSE OR CONSTRUCTION PERMIT (U.S. CODE, TITLE 47, SECTION 312(a)(1)), AND/OR FORFEITURE (U.S. CODE, TITLE 47, SECTION 503).

I certify that the statements in this application are true, complete, and correct to the best of my knowledge and belief, and are made in good faith.

Name of Licensee	Signature (only for printed version) ∠
Valley Broadcasting Company	
Date	MereBeth Badus

1/09/03	
	FCC 398 April 2001 (1.3) (end)
	(end)

# "DISCOVERY KIDS ON NBC" EDUCATIONAL OBJECTIVES AS OF OCTOBER 5, 2002

In compliance with the Children's Television regulations that became effective January 2, 1997, the **DISCOVERY KIDS ON NBC** programs feature an on-air icon indicating each program is "educational and informational" for children. This icon is displayed at the beginning of each broadcast. Also, in compliance with the new regulations, the following document, which includes "educational and informational" objectives of **DISCOVERY KIDS ON NBC**, must be placed in your public file.

Each of the programs listed below, which make up NBC's Children's Programming block, is specifically designed to serve the "educational and informational" needs of children, ages 9-14. All of the programs have educational objectives that are central to the content and appropriate to the program genre.

Two programs have a non-fiction documentary-type format. Both provide historically and factually correct information about the animal kingdom and animal habitats. One program, "Croc Files," is set in a contemporary context and combines comedic and adventure elements with the presentation of educational content. The second, "Prehistoric Planet," recreates the prehistoric world through award-winning digital animation and describes the life and survival patterns of animals through several prehistoric eras.

Two reality-type programs demonstrate how skill and teamwork combine to accomplish a goal. In these shows, the real-life example is instructional. The challenges the teams face are metaphors for the real-life experiences of the target audience. One show, "Operation Junkyard," stresses physics and engineering challenges. The other reality show, "Endurance," follows several teams over 13 weeks of competition, culminating in success for the team that has mastered both strategy and skill to endure the longest.

The two live-action fiction programs embed factual information within the context of a narrative story. The story emanates from some aspect of the social and emotional development of the adolescent characters. "Scout's Safari" follows the development and adjustment of Scout Lauer, a 14-year-old girl who moves from a New York City apartment to a South African game reserve. She has a lot to learn about relationships and her place in the world. However, Scout also develops her knowledge about different cultures, living in a naturalistic setting and caring for plant and animal life. "Strange Days at Blake Holsey High" revolves around a group of teens enrolled in boarding school. They are science nerds on a mission to solve a complex mystery involving a vortex and an array of other science challenges. The lead character, Josie Trent, is independent, free-thinking and determined to make sense of her own illogical life, which, it turns out, is intertwined with the strange goings-on at the school.

All shows were developed specifically with the young adolescent and pre-adolescent child in mind. Each program was supported by a team, composed of the creative personnel (producers and writers), an educational consultant, and several technical consultants appropriate to the requirements of each show. The technical consultants verified all the factual content or tested the competitive challenges that were presented in each program. The educational consultant worked with the creative team to convey content at a level of comprehension for the target audience and to develop age-appropriate themes for learning within each episode of every program. All of the educational content was integrated into the action and movement of each episode so that the entertainment and education would be interdependent and present throughout the program.

#### "DISCOVERY KIDS ON NBC" EDUCATIONAL OBJECTIVES/Page 2

PREHISTORIC PLANET is based on the award-winning BBC/Discovery series "Walking with Dinosaurs." It begins over 200 million years ago with the Triassic Period. Over several weeks, the audience travels through time to the Jurassic, Early Cretaceous and Mid-Cretaceous Periods, which ended 65 million years ago. The dawn of the mammals is then covered, with the series ending just a few million years ago. The objectives of this show are to:

- Expose the audience to a re-creation of the prehistoric world and explain how the animal kingdom might have lived day by day.
- Expose learners to content that will enable them to differentiate and match species to eras, to habitat, and to their respective behavior patterns.
- Expose the audience to information on how and why certain prehistoric beasts were the precursors of species alive today.
- Expose the audience to basic concepts of the life cycle, the food chain, and the process of species survival vs. extinction.
- Expose the audience to content on the development of the Earth's geography and the relationship of weather, geography, and natural events to the development of different animal species.

<u>CROC FILES</u> takes the audience on world-wide travels with naturalist, adventurer and story-teller Steve Irwin of the Australian Zoo. In humorous and adventuresome episodes, Steve, with his wife Terri and a small crew, travel to different locales to film a wide variety of animal species. The objectives of this show are to:

- Expose the audience to the habitat, behavior patterns and, in most cases, the dangers of most types of non-domesticated animals.
- Demonstrate to the audience how to be safe around wild animals, particularly dangerous predators and poisonous snakes.
- Inform the audience about the life cycle, eating habits and social behavior of different animals.
- Inform the audience about conservation issues and the relationship and importance of different animals to specific ecosystems.

OPERATION JUNKYARD is a reality show that creates teams of kids who are interested in building and inventing, and puts the teams in competitive engineering challenges. The overarching goal of the program is to show how the basic principles of engineering are accessible to anyone who wants to know "how things work." Specific objectives are to communicate to the audience how teams can work successfully under pressure to create working machines and to demonstrate the use of recyclable objects to create something completely different from the object's original purpose. In each episode, two groups of four kids form teams that actually work under defined time pressures and information limitations. They have to create, from the junk on an "Operation Junkyard" bus, working machines that spray water, float on water, catapult balls, scoop mud, lift objects or even fill pies. The engineering is diagrammed for the audience to track each team's progress, and the underlying concepts of the project are explained in everyday terms. After each machine is built, a rousing and sometimes hilarious competition is held to see which contraption succeeds in fulfilling its purpose.

#### "DISCOVERY KIDS ON NBC" EDUCATIONAL OBJECTIVES/Page 3

ENDURANCE is an engrossing program that shows the target audience, with typical kids ages 12-16, succeeding at several different physical, intellectual and strategic challenges in order to win a fabulous travel prize. The audience will be exposed to historical information about great feats of endurance, from Houdini's escape artistry to Sir Edmund Hillary's ascent of Mount Everest. Each of the 12 competitive challenges is a metaphor for one of these feats of endurance. In addition, there are strategic challenges based on ten character traits that are important for success. Contestants must estimate probabilities and beat the odds. Overall, the competition balances luck or fate against personal effort so that the contestants learn to balance intellect with intuition in developing their winning strategy. Narration and interviews during each episode trace the emotional growth and insights of the contestants, with an emphasis on how the experience of protracted competition and teamwork teaches both social skills and life skills for achieving success with your goals.

SCOUT'S SAFARI follows the development of 14-year-old Scout Lauer, whose divorced parents have to quickly move Scout from her father's home in New York City to her mother's home on a game reserve in South Africa. The overarching goal of the series is for our main character, Scout, to model a learning process for the audience that charts her socio-emotional growth as she adjusts to a completely new life in South Africa. By the end of each episode, Scout will have moved from one level of knowledge to a higher level of knowledge or insight. Specific objectives are to show how Scout makes a good transition into her blended family with a stepfather and new brother, makes new friends in a completely different system, understands different religious and cultural belief systems, and defines a place for herself where she feels secure and confident about her future. As the first children's show actually filmed on location in an African animal reserve, "Scout's Safari" will expose the audience to factually accurate content about threats to the natural environment and preserving animal species in their natural habitats.

STRANGE DAYS AT BLAKE HOLSEY HIGH focuses on a group of five young teens who are students at a very unusual boarding school. Strange phenomena happen at the school, and our kids are members of a science club that decides, with the help of their professor, to figure it all out. The initiator of many of their investigative processes is the newest student to the school, Josie Trent. In exploring the larger mystery of why the phenomena occur, our kids also deal with issues relating to their socio-emotional development. The educational goal of the program is to embed scientific content in a narrative story with strong socio-emotional messages. In each episode, one of the main characters models a learning process that relates to their social competence. Each episode also explores science content that relates to resolving an immediate problem or some aspect of the larger mystery. Specific objectives are to expose the audience to content about the physical sciences, such as black holes, worm holes, vortexes, gravity, electricity, satellite transmissions and radio frequencies. Through the characters' experiments, the audience is exposed to the scientific method, hypothesis testing and analysis of data. Other objectives are to model the development of group cohesion, teamwork, and social competence within the group and between the group and other significant people in their lives.

### PROGRAMMING THAT IS SPECIFICALLY DESIGNED TO SERVE THE EDUCATIONAL AND INFORMATIONAL NEEDS OF CHILDREN BETWEEN 9 AND 14

# CORE PROGRAMMING FOR 4TH QUARTER 2002 (NBC)

Airdate 10/05/02 Time 0930-1000 Duration 30:00	ENDURANCE
Airdate 10/05/02 Time 1000-1030 Duration 30:00	SCOUT'S SAFARI
Airdate 10/05/02 Time 1030-1100 Duration 30:00	STRANGE DAYS AT BLAKE HOLSEY HIGH
Airdate 10/05/02 Time 1500-1530	PREHISTORIC PLANET
Duration 00:00	Pre-empted; Football ran over.
Airdate 10/05/02 Time 1530-1600 Duration 30:00	CROC FILES
Airdate 10/05/02 Time 1600-1630 Duration 30:00	TLC'S OPERATION JUNKYARD
Airdate 10/12/02 Time 0930-1000 Duration 30:00	ENDURANCE
Airdate 10/12/02 Time 1000-1030 Duration 30:00	SCOUT'S SAFARI
Airdate 10/12/02 Time 1030-1100 Duration 30:00	STRANGE DAYS AT BLAKE HOLSEY HIGH

Airdate 10/12/02 Time 1514-1530	PREHISTORIC PLANET
Duration 16:00	Joined in progress; Football ran over.
Airdate 10/12/02 Time 1530-1600 Duration 30:00	CROC FILES
Airdate 10/12/02 Time 1600-1630 Duration 30:00	TLC'S OPERATION JUNKYARD
Airdate 10/19/02 Time 0930-1000 Duration 30:00	ENDURANCE
Airdate 10/19/02 Time 1000-1030 Duration 30:00	SCOUT'S SAFARI
Airdate 10/19/02 Time 1030-1100 Duration 30:00	STRANGE DAYS AT BLAKE HOLSEY HIGH
Airdate 10/19/02 Time 1500-1530 Duration 30:00	PREHISTORIC PLANET
Airdate 10/19/02 Time 1530-1600 Duration 30:00	CROC FILES
Airdate 10/19/02 Time 1600-1630 Duration 30:00	TLC'S OPERATION JUNKYARD
Airdate 10/26/02 Time 0930-1000 Duration 30:00	ENDURANCE
Airdate 10/26/02 Time 1500-1530 Duration 30:00	PREHISTORIC PLANET

Airdate 10/26/02 Time 1530-1600 Duration 30:00	CROC FILES
Airdate 10/26/02 Time 1600-1630 Duration 30:00	TLC'S OPERATION JUNKYARD
Airdate 10/27/02 Time 1516-1530 Duration 14:00	SCOUT'S SAFARI db from 10/26. Joined in progress; Nascar ran over.
Airdate 10/27/02 Time 1530-1600	STRANGE DAYS AT BLAKE HOLSEY HIGH
Duration 30:00	db from 10/26.
Airdate 11/02/02 Time 0930-1000 Duration 30:00	ENDURANCE
Airdate 11/02/02 Time 1000-1030 Duration 30:00	SCOUT'S SAFARI
Airdate 11/02/02 Time 1030-1100 Duration 30:00	STRANGE DAYS AT BLAKE HOLSEY HIGH
Airdate 11/02/02	PREHISTORIC PLANET
Time 1508-1530 Duration 22:00	JIP; football ran over.
Airdate 11/02/02 Time 1530-1600 Duration 30:00	CROC FILES
Airdate 11/02/02 Time 1600-1630 Duration 30:00	TLC'S OPERATION JUNKYARD
Airdate 11/09/02 Time 0930-1000 Duration 30:00	ENDURANCE

:

Airdate 11/09/02 Time 1000-1030 Duration 30:00	SCOUT'S SAFARI
Airdate 11/09/02 Time 1030-1100 Duration 30:00	STRANGE DAYS AT BLAKE HOLSEY HIGH
Airdate 11/09/02 Time 1500-1530 Duration 30:00	PREHISTORIC PLANET
Airdate 11/09/02 Time 1530-1600 Duration 30:00	CROC FILES
Airdate 11/09/02 Time 1600-1630 Duration 30:00	TLC'S OPERATION JUNKYARD
Airdate 11/16/02 Time 0930-1000 Duration 30:00	ENDURANCE
Airdate 11/16/02 Time 1000-1030 Duration 30:00	SCOUT'S SAFARI
Airdate 11/16/02 Time 1500-1530 Duration 30:00	PREHISTORIC PLANET
Airdate 11/16/02 Time 1530-1600 Duration 30:00	CROC FILES
Airdate 11/17/02 Time 1500-1530 Duration 30:00	TLC'S OPERATION JUNKYARD
	db from 11/16
Airdate 11/17/02 Time 1530-1600	STRANGE DAYS AT BLAKE HOLSEY HIGH
Duration 30:00	db from 11/16

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Airdate 11/23/02 Time 0930-1000 Duration 30:00	ENDURANCE
Airdate 11/23/02 Time 1504-1530 Duration 26:00	PREHISTORIC PLANET
	JIP; football ran over.
Airdate 11/23/02 Time 1530-1600 Duration 30:00	CROC FILES
Airdate 11/23/02 Time 1600-1630 Duration 30:00	TLC'S OPERATION JUNKYARD
Airdate 11/24/02 Time 1500-1530	SCOUT'S SAFARI
Duration 30:00	db from 11/23
Airdate 11/24/02 Time 1530-1600 Duration 30:00	STRANGE DAYS AT BLAKE HOLSEY HIGH
	db from 11/23
Airdate 11/30/02 Time 0930-1000 Duration 30:00	ENDURANCE
Airdate 11/30/02 Time 1000-1030 Duration 30:00	SCOUT'S SAFARI
Airdate 11/30/02 Time 1030-1100 Duration 30:00	STRANGE DAYS AT BLAKE HOLSEY HIGH
Airdate 11/30/02 Time 1507-1530	PREHISTORIC PLANET
Duration 23:00	JIP; football ran over.
Airdate 11/30/02 Time 1530-1600 Duration 30:00	CROC FILES

Airdate 11/30/02 Time 1600-1630 Duration 30:00	TLC'S OPERATION JUNKYARD
Airdate 12/07/02 Time 0930-1000 Duration 30:00	ENDURANCE
Airdate 12/07/02 Time 1000-1030 Duration 30:00	SCOUT'S SAFARI
Airdate 12/07/02 Time 1030-1100 Duration 30:00	STRANGE DAYS AT BLAKE HOLSEY HIGH
Airdate 12/07/02 Time 1500-1530 Duration 30:00	PREHISTORIC PLANET
Airdate 12/07/02 Time 1530-1600 Duration 30:00	CROC FILES
Airdate 12/07/02 Time 1600-1630 Duration 30:00	TLC'S OPERATION JUNKYARD
Airdate 12/14/02 Time 0930-1000 Duration 30:00	ENDURANCE
Airdate 12/14/02 Time 1000-1030 Duration 30:00	SCOUT'S SAFARI
Airdate 12/14/02 Time 1030-1100 Duration 30:00	STRANGE DAYS AT BLAKE HOLSEY HIGH
Airdate 12/14/02 Time 1500-1530 Duration 30:00	PREHISTORIC PLANET

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Airdate 12/14/02 Time 1530-1600 Duration 30:00	CROC FILES
Airdate 12/14/02 Time 1600-1630 Duration 30:00	TLC'S OPERATION JUNKYARD
Airdate 12/21/02 Time 0930-1000 Duration 30:00	ENDURANCE
Airdate 12/21/02 Time 1000-1030 Duration 30:00	SCOUT'S SAFARI
Airdate 12/21/02 Time 1030-1100 Duration 30:00	STRANGE DAYS AT BLAKE HOLSEY HIGH
Airdate 12/21/02 Time 1500-1530 Duration 30:00	PREHISTORIC PLANET
Airdate 12/21/02 Time 1530-1600 Duration 30:00	CROC FILES
Airdate 12/21/02 Time 1600-1630 Duration 30:00	TLC'S OPERATION JUNKYARD
Airdate 12/28/02 Time 0930-1000 Duration 30:00	ENDURANCE
Airdate 12/28/02 Time 1000-1030 Duration 30:00	SCOUT'S SAFARI
Airdate 12/28/02 Time 1030-1100 Duration 30:00	STRANGE DAYS AT BLAKE HOLSEY HIGH

Airdate 12/28/02
Time 1500-1530
Duration 30:00

Airdate 12/28/02
Time 1530-1600
Duration 30:00

Airdate 12/28/02
Time 1600-1630
Duration 30:00

PREHISTORIC PLANET

TROY

TROY

TIME 12/28/02
Time 1530-1600
TLC'S OPERATION JUNKYARD

Duration 30:00

# "CORE" PROGRAMMING - PROGRAMMING FURNISHED BY THE NBC NETWORK THAT IS SPECIFICALLY DESIGNED TO SERVE THE EDUCATIONAL AND INFORMATIONAL NEEDS OF CHILDREN 16 AND UNDER (AGE TARGET: 9-14) OCTOBER - DECEMBER 2002

Airdate: 10/05/02

Time:

Duration: 30:00

PREHISTORIC PLANET
JURASSIC GIANTS (#998001)

In the late Jurassic period, 150 million years ago, Sauropods are the biggest animals to ever walk the earth. Hot, rainy weather causes an increase in plant life that allows the plant-eating dinosaurs to multiply. The Diplodocus, which grows to at least 90 feet long and 25 tons, lives on open prairies, but lays its eggs in the forest, where its babies can feed and grow until ready to join the adult herd. Many babies fall prey to carnivorous dinosaurs such as the mansized, sharp-clawed Ornitholestes. But those that survive find security in the herd, surrounded by adults up to three times their size. Since Diplodocus never stop growing, they have no natural enemies once they reach adulthood. To maintain that growth, they eat enormous amounts of vegetation, swallowing first and then chewing with the help of stones in their stomachs, just as birds do. Still, the title of heaviest dinosaur ever goes to their fellow vegetarian, the 60-ton, four-story tall Brachiosaurus.

Airdate: 10/05/02

Time:

Duration: 30:00 CROC FILES CHARLIE (#941001)

The Irwins introduce us to Charlie, a crocodile that was born and raised in captivity. We see their efforts to transfer Charlie out of the concrete pit in which he was raised and into a pond he can share with his new mate, Angel. Along the way, we learn a few facts about crocodiles. For instance, the teeth of saltwater crocodiles mesh together like a giant vise grip, for a bite with 3000 pounds of pressure per square inch. The crocodile's tongue forms a palatal valve in the back of its throat that prevents water from going down the throat when the croc is underwater. Crocodiles are most dangerous at the water's edge, where they lie in wait for their prey.

Airdate: 10/05/02

Time:

Duration: 30:00

#### OPERATION JUNKYARD

CANNON (#999004)

The Junkyard Jugglers (blue team) and Renegade Recyclers (red team) compete to build cannons that don't use explosives. There are two types of propulsive devices they can use. The spring-loaded device operates on the same principle as a pinball machine, and the pneumatic device builds up air pressure in a chamber, then releases it to propel the ball. Both teams choose to build pneumatic cannons, fashioning compressed air tanks from a welding tank and PVC tubing. They learn the importance of barrel length and volume in determining the power and accuracy of their cannons. The devices are put to the test in a competition at the Operation Junkyard Beach Headquarters, where each team has 30 minutes to fire 50 cannonballs at five targets placed from 20 to 65 feet away. The Junkyard Jugglers win and advance to the next round.

[Educational Concept: Pneumatic propulsion devices]

Airdate: 10/05/02

Time:

Duration: 30:00 **ENDURANCE** 

**RIGHT TO STAY (#838001)** 

On the first day of competition, the big challenge is to see who can endure a qualifying round and win the chance to stay for the entire competition. The first challenge, **TIME MARCHES ON**, is symbolic of the entire competition. A huge trestle with ten overhead supports, each representing a point on a timeline, is constructed over the ocean. Each player is suspended from a point on the timeline, and the first three males and females who drop from the trestle are eliminated from the remaining challenges. While motivation to hang on plays a big part in enduring the qualifying round, this competition is based on staying power.

# [Educational Message: In some situations if you simply outlast your competition, you can win on endurance alone.]

Airdate: 10/05/02

Time:

Duration: 30:00 SCOUT'S SAFARI DEPARTURE (#000001)

Scout Lauer lives with her father in New York, but he gets a magazine assignment that will take him away for a year. Much to her surprise, a distraught Scout is sent to live on a game preserve with her mother, half-brother and stepfather in South Africa. Scout has a difficult time adjusting to her new surroundings, especially the wildlife. She and her friend, Bongani, are almost trampled by a stampede of wildebeest. They make it out of harm's way, but get lost in the process. As Scout and Bongani work their way back to the family farm, they catch a ride with a real estate developer who wants to commercialize the farm. Scout reacts with a newfound appreciation for the importance of conserving the land and the wildlife.

[Educational Message: When you are thrown into situations that cause big changes in your life, you have to find a way to stop the anger and try to make it work.]

Airdate: 10/05/02

Time:

Duration: 30:00

#### STRANGE DAYS AT BLAKE HOLSEY HIGH

**WORM HOLE (#001001)** 

Josie Trent arrives at Blake Holsey High and her roommate, Corrine, is totally aghast at Josie's inconsiderate behavior. Corrine follows the rules in life, where Josie tends to break them. Josie is oblivious to Corrine's feelings, and disrespects her things. Josie takes over the room, switches the beds and strips Corrine's closet to make room for her own clothes. She is unapologetic to Corrine. Josie's attitude softens a little as her curiosity is piqued by the Science Club's discovery of a vortex or black hole in their professor's office. When Corrine is sucked into the black hole, Josie travels through it to save her. Sticking by each other's side, Josie and Corrine safely return and begin a new friendship despite their differences.

[Educational Message: When you look past each other's differences, you can find a good friend who will be there during difficult times.]

Airdate: 10/12/02

Time:

Duration: 30:00

#### PREHISTORIC PLANET

#### DAWN OF THE DINOSAURS (#998002)

In the late Triassic period, 215 million years ago, dinosaurs rule the earth. Among these early dinosaurs is the Cynodont, a hairy reptile, which is among the first of its kind to mate for life, having fewer babies and giving them care. When Cynodonts leave their burrows to find food for their young, the fast-moving, two-legged Coelophysis tries to move in. Often, Cynodonts will eat their own young and move on to start a new family rather than face Coelophysis. Coelophysis also feeds on Postosuchus, a four-ton carnivore resembling a crocodile. As the Coelophysis population grows and food becomes scarce, they resort to cannibalism of their young. These survival instincts help dinosaurs last another 150 million years.

Airdate: 10/12/02

Time:

Duration: 30:00 CROC FILES

#### **DEADLY AUSTRALIAN SNAKES (#941015)**

Steve presents a number of dangerous snakes that are native to Australia. He explains their habits, traits and levels of aggression, as well as the type of equipment he uses to catch them. Among the snakes we meet are the highly venomous King Brown; the fast-striking Death Adder, whose ability to kill with one bite ranks it among the top ten most venomous snakes in the world; and the Red Belly Black snake, which flattens its neck like a cobra when aggressive. In Tasmania, the common and dangerous copperhead lives on a diet of rodents, frogs and even its fellow copperheads. Three species of tiger snake also live there, all venomous.

Airdate: 10/12/02

Time:

Duration: 30:00

## OPERATION JUNKYARD WATER BAILER (#999002)

The Rummaging Robots (blue team) and Scrap Scavengers (red team) face off to create devices that will bail water from leaking boats. The Robots build a large pump by affixing check valves to three latex-covered buckets. The Scavengers use a piston method that sucks water up, and then pushes it out. Their results are unsatisfactory until their engineer advisor suggests using a longer pipe that can handle more water. The final competition finds the teams in identical, leaking boats in a swamp. The Robots' bucket system springs a leak and can't create enough air pressure to pump the water. However, the Scavengers' piston pump works beautifully. They win and advance to the next round as the Robots sink into the swamp.

[Educational Concept: Valve and piston water pumps]

Airdate: 10/12/02

Time:

Duration: 30:00 **ENDURANCE** 

THE PARTNER GAME (#838002)

In this second round of competition, the fourteen contestants are paired into boy-girl teams through the game *FATE FALLS*. This challenge is based upon a question posed by Socrates over 2000 years ago: "Is fate in your hands or is it predetermined?" To set the tone, the host points out that you can never totally control the outcome of every challenge you undertake. Sometimes chance, luck or fate will intervene. Through the game, the groups learn how their skill gives them the chance to control the game because they can pick someone else's teammate. At the same time, they also lose a measure of control because another contestant will pick their partner.

[Educational Message: We learn that with every achievement, the outcome is mainly the result of personal ability and effort, but chance or fate often plays a role.]

Airdate: 10/12/02

Time:

Duration: 30:00 SCOUT'S SAFARI

LOST IN AFRICA (#000002)

Scout terribly misses the New York lifestyle. While at the local market with Bongani, she criticizes anything symbolizing the African culture. While playing a prank on Bongani, Scout is accidentally separated from her family when she gets caught in a crowd and is swept onto a bus. She is dispatched from the bus at the first stop, and a Zulu village woman invites her to stay at her home until her parents can find her. Surprising even herself, Scout comfortably eats caterpillars and mealies with the family, and she even chases away a snake! The experience in the Zulu village helps Scout accept the African culture as her own.

[Educational Message: When you experience being in a new place, try to learn something about your surroundings before you look down on the people and the culture. If you open yourself to the possibilities, you might find a lot to appreciate and enjoy.]

Airdate: 10/12/02

Time:

Duration: 30:00

STRANGE DAYS AT BLAKE HOLSEY HIGH

INVISIBLE (#001002)

Marshall feels as important as a fly on the wall. He feels left out and unnoticed by others, including his very own friends. When he tries to talk to Josie and Lucas about something that happened, they ignore him and even exclude him from a get-together. Completely frustrated, Marshall actually starts to become as invisible as he feels. Taking advantage of his new state, Marshall teases people throughout the school, trying to get back at everyone. Unfortunately, he is soon not only invisible, but starting to disappear entirely. It is only after Marshall realizes that his friends really do miss him and consider him important that he starts to reemerge. He reorients his self-concept to appreciate himself as a person of worth and as a valued member of a close social group.

[Educational Message: When you spend a lot of time devaluing yourself, you don't have an accurate perception of how others really value you in their lives. If you think well of yourself, you will see that others often share the same perception.]

Airdate: 10/19/02

Time:

Duration: 30:00

## PREHISTORIC PLANET JURASSIC GIANTS (#998001)

In the late Jurassic period, 150 million years ago, Sauropods are the biggest animals to walk the earth. Hot, rainy weather causes an increase in plant life that allows the plant-eating dinosaurs to multiply. The Diplodocus, which grows to at least 90 feet long and 25 tons, lives on open prairies, but lays its eggs in the forest, where its babies can feed and grow until ready to join the adult herd. Many babies fall prey to carnivorous dinosaurs such as the mansized, sharp-clawed Ornitholestes. But those that survive find security in the herd, surrounded by adults up to three times their size. Since Diplodocus never stop growing, they have no natural enemies once they reach adulthood. To maintain that growth, they eat enormous amounts of vegetation, swallowing first and then chewing with the help of stones in their stomachs, just as birds do. Still, the title of heaviest dinosaur ever goes to their fellow vegetarian, the 60-ton, four-story tall Brachiosaurus.

Airdate: 10/19/02

Time:

Duration: 30:00 CROC FILES SHARKS (#941003)

There are over 370 species of shark in the world's oceans. Steve gets up close and personal with a few of them during a visit to the aquariums at Underwater World, which researches and breeds endangered species in its own nursery. After shark eggs hatch there, baby sharks are nurtured until they can be safely released into the ocean. To protect them from predators, they are released into murky water, but some will lose their lives in drift nets. Steve also has ocean encounters with wobbegongs, whose distinctive pattern helps them blend in with the ocean floor; reef sharks, also known as scavengers of the sea; and Gray Nurse sharks, who appear intimidating but pose no threat to humans.

Airdate: 10/19/02

Time:

Duration: 30:00

#### OPERATION JUNKYARD WATER BIKE (#999003)

The Gearhead Gremlins (blue team) and Scrapheap Henchmen (red team) must each build a bicycle that can be pedaled on water. The keys to success will be flotation (keeping the bike from sinking) and propulsion (moving it forward with pedal power). The Gremlins make a metal frame fitted out with a paddle wheel and pontoons fashioned from Styrofoam-stuffed PVC pipe. The Henchmen build a similar craft but choose a smaller wheel and latex-covered pontoons. When competition time comes, the Gremlins' bike sinks immediately due to a miscalculated center of gravity. The Henchmen manage to keep their bike afloat, but the chain keeps falling off. Finally, through the sheer pedal power of their feet in the water, they get their bike across the finish line for the win.

[Educational Concept: Flotation and Propulsion]

Airdate: 10/19/02

Time:

Duration: 30:00 **ENDURANCE** <u>TILT</u> (#838003)

The players' physical endurance is put to the test in a challenge called *TILT*, the first competition where the pairs work in two-person teams. The principles of this challenge were inspired by the ascent of Mt. Everest, where the two-person team of Sir Edmund Hillary and Sherpa Tenzing Norgay were completely dependent upon each other in order to make the summit. In the game, each team stands on a platform above the ocean. One member of each team is harnessed to a pole attached to the platform and holds onto the hands of the unattached teammate. As the platform is tilted, the freestanding teammate hangs over the ocean. If either one lets go, both will lose. The last team still holding on to each other wins the game.

## [Educational Message: In order to achieve a common goal, people on a team have to depend on one another to achieve success.]

Airdate: 10/19/02

Time:

Duration: 30:00 SCOUT'S SAFARI

SCIENCE FRICTION (#000004)

On Scout's first day of school, she is very nervous about fitting into an environment where everyone wears uniforms and there are lots of new rules and new kids. She quickly bonds with Nandi because of her rebellious and independent spirit, and they immediately get into a little trouble. When the class goes on a field trip to study wildlife, Scout and Nandi decide to flout the rules and get separated from their group. Soon, they are lost and caught in a hunter's pit trap, face-to-face with what they think is a large and poisonous snake. Much to their relief, Bongani finds them and helps them out of the pit. Much to their chagrin, the whole class witnesses their embarrassing predicament. Though the teacher threatens to punish the whole group for the mishap, Scout takes full responsibility for insisting on breaking ranks. With a good-natured admission that she is out of her element, Scout laughs along with the other kids at her comeuppance. She realizes everything will be all right in her new school because kids are basically the same everywhere.

[Educational Message: Going to a new school means having to start your life all over again, but it's almost a certainty you will make new friends and feel quite at home in a short amount of time.]

Airdate: 10/19/02

Time:

Duration: 30:00

#### STRANGE DAYS AT BLAKE HOLSEY HIGH

MAGNET (#001003)

Josie tends to go against the grain. She intentionally breaks the dining room protocol by sitting at the popular girls' table at lunchtime. When confronted by the girls, Josie uses magnetic powers that she acquired during a science project mishap to make the girls start a food fight. Angry and embarrassed about their public disgrace, the popular girls confront Josie to figure out how she caused the food fight. Unfortunately, as Josie reacts angrily to their behavior, her magnetic polarization increases, and she unintentionally wreaks havoc all over the hallway. Her polarization becomes so bad that no one can safely get near her. Professor Z points out that Josie's polarization is a metaphor for how she never lets anyone get emotionally close to her, not even her friends. Josie knows she keeps people at a distance because she changes schools often and doesn't want to hurt by always having to say good-bye. Once the club is able to demagnetize her, Josie decides to mend her relationships. She begins to close the distance she has put between herself and her friends.

[Educational Message: Keeping yourself from getting close to people doesn't necessarily protect you from hurt. You may actually be hurting yourself more by not benefiting from close social relationships.]

Airdate: 10/26/02

Time:

Duration: 30:00

## PREHISTORIC PLANET JURASSIC BEACH (#998003)

When Pangaea splits into seven continents, around 149 million years B.C., a golden age of sea reptiles begins. The Cryptoclidus is 26 feet long and bigger than an elephant, but it can swim faster than a seal. Opthalmosaurus is an airbreathing reptile whose feet have evolved into flippers. But the queen of them all is Liopleurodon, at 165 tons and 80 feet long the largest carnivore that will ever live. Even sharks are no match for this small-eyed giant with a keen sense of smell and car-sized jaws. Meanwhile, on the beaches, food is scarce for meat-eating scavengers such as Eustreptospondylus. If they are lucky, they might catch a low-flying Rhamphoryncus as it lands to feed on horseshoe crab eggs. If they are even luckier, a hurricane might beach the mighty Liopleurodon and provide a real feast.

Airdate: 10/26/02

Time:

Duration: 30:00 CROC FILES

#### BUGS IN THE SYSTEM (#941032)

The Irwins give us a look at a wide range of insects and arachnids, including the highly venomous Redback spider; the deadly Black Widow; the intimidating but largely harmless brown tarantula; the stick insect, which is protected from predators by its resemblance to its namesake; the Orb spider, which spins a round web and wraps its prey in silk; the multi-legged centipede and even more multi-legged millipede, some of which excrete a toxic, burning ooze; the strong-jawed but non-venomous Jerusalem cricket; and the wind scorpion, whose body hairs enable it to sense vibration.

Airdate: 10/26/02

Time:

Duration: 30:00

#### OPERATION JUNKYARD

CATAPULT (#999001)

The Jurassic Junkers (blue team) and Bangin' Builders (red team) square off to devise catapults that can throw mud bombs with accuracy at a target site. They both choose to make a tension catapult, a device that works on a principle similar to that of a bow and arrow. The Junkers build a spring-loaded catapult with an aluminum base, hitting a brief snag when they realize aluminum can't be welded. This leads to a lesson in welding safety, warning bystanders to avoid looking directly at the intense light produced by arc welding. The Builders' catapult is, in effect, a giant slingshot. In competition, the Junkers dominate with the superior power and accuracy of their creation. They advance to the next round.

[Educational Concept: Spring-loaded vs. tension projectiles]

Airdate: 10/26/02

Time:

Duration: 30:00 **ENDURANCE** 

KNOTTED UP (#838004)

Harry Houdini used his strength, combined with strategy, patience and self-control, to become the most famous escape artist in Western history. These are the qualities the teams need in order to win the next challenge. In the game **KNOTTED UP**, one team member is tied at the waist with a rope. In the center of the rope is a giant knot. The teams have to untie the knot by weaving their bodies in, out, around and over the loosened loops until the rope is straight. The first team that extends a flat rope past two end lines wins.

[Educational Message: Staying focused and calm is often superior to strength for working your way out of a difficult situation.]

Airdate: 10/26/02

Time:

Duration: 30:00 SCOUT'S SAFARI DEPARTURE (#000001)

Scout Lauer lives with her father in New York, but he gets a magazine assignment that will take him away for a year. Much to her surprise, a distraught Scout is sent to live on a game preserve with her mother, half-brother and stepfather in South Africa. Scout has a difficult time adjusting to her new surroundings, especially the wildlife. She and her friend, Bongani, are almost trampled by a stampede of wildebeest. They make it out of harm's way, but get lost in the process. As Scout and Bongani work their way back to the family farm, they catch a ride with a real estate developer who wants to commercialize the farm. Scout reacts with a newfound appreciation for the importance of conserving the land and the wildlife.

[Educational Message: When you are thrown into situations that cause big changes in your life, you have to find a way to stop the anger and try to make it work.]

Airdate: 10/26/02

Time:

Duration: 30:00

#### STRANGE DAYS AT BLAKE HOLSEY HIGH

WORM HOLE (#001001)

Josie Trent arrives at Blake Holsey High and her roommate, Corrine, is totally aghast at Josie's inconsiderate behavior. Corrine follows the rules in life, where Josie tends to break them. Josie is oblivious to Corrine's feelings, and disrespects her things. Josie takes over the room, switches the beds and strips Corrine's closet to make room for her own clothes. She is unapologetic to Corrine. Josie's attitude softens a little as her curiosity is piqued by the Science Club's discovery of a vortex or black hole in their professor's office. When Corrine is sucked into the black hole, Josie travels through it to save her. Sticking by each other's side, Josie and Corrine safely return and begin a new friendship despite their differences.

[Educational Message: When you look past each other's differences, you can find a good friend who will be there during difficult times.]

Airdate: 11/02/02

Time:

Duration: 30:00

#### PREHISTORIC PLANET

#### DAWN OF THE DINOSAURS (#998002)

In the late Triassic period, 215 million years ago, dinosaurs rule the earth. Among these early dinosaurs is the Cynodont, a hairy reptile, which is among the first of its kind to mate for life, having fewer babies and giving them care. When Cynodonts leave their burrows to find food for their young, the fast-moving, two-legged Coelophysis tries to move in. Often, Cynodonts will eat their own young and move on to start a new family rather than face Coelophysis. Coelophysis also feeds on Postosuchus, a four-ton carnivore resembling a crocodile. As the Coelophysis population grows and food becomes scarce, they resort to cannibalism of their young. These survival instincts help dinosaurs last another 150 million years.

Airdate: 11/02/02

Time:

Duration: 30:00 CROC FILES

#### AFRICAN ADVENTURE (#941036)

The Irwins go to Africa to show us the largest animals on earth, and they also find some at the Western Plains Zoo in Dubbo, Australia. Elephants, which can weigh up to six tons, are the largest land mammals, with hippos coming in second. Giraffes are the tallest, stretching their impressive necks up to where other animals can't feed. Other animals profiled include the fastest land mammal, the cheetah, which can run 75 miles per hour; the scavenging hyena, which communicates through its trademark "laugh;" endangered Cape hunting dogs; wolf spiders; pink flamingos; and the largest bird on earth, the ostrich.

Airdate: 11/02/02

Time:

Duration: 30:00

# **OPERATION JUNKYARD**BASEBALL PITCHER (#999006)

The Demolition Dudes (blue team) and Trash Talkers (red team) are each challenged to create a baseball-pitching machine that can throw a ball thirty feet into a strike zone. The Dudes use a fast-spinning motor that turns a wheel to propel the balls. They use a metal channel to feed the balls into the machine and an adjustable tripod for aim. The Talkers use a two-wheel system, also motor-driven, with the unit placed on a stand that has adjustable legs to control aim. The competition segment involves each team defending its strike zone from the other's pitching machine. Though both machines perform well, the Dudes prevent more balls from entering the strike zone. They win and advance to the next round.

[Educational Concept: Motorized robotic actions]

Airdate: 11/02/02

Time:

Duration: 30:00

ENDURANCE TILT (#838003)

The players' physical endurance is put to the test in a challenge called *TILT*, the first competition where the pairs

work in two-person teams. The principles of this challenge were inspired by the ascent of Mt. Everest, where the two-person team of Sir Edmund Hillary and Sherpa Tenzing Norgay were completely dependent upon each other in order to make the summit. In the game, each team stands on a platform above the ocean. One member of each team is harnessed to a pole attached to the platform and holds onto the hands of the unattached teammate. As the platform is tilted, the freestanding teammate hangs over the ocean. If either one lets go, both will lose. The last team still holding on to each other wins the game.

[Educational Message: In order to achieve a common goal, people on a team have to depend on one another to achieve success.]

Airdate: 11/02/02

Time:

Duration: 30:00 SCOUT'S SAFARI

LOST IN AFRICA (#000002)

Scout terribly misses the New York lifestyle. While at the local market with Bongani, she criticizes anything symbolizing the African culture. While playing a prank on Bongani, Scout is accidentally separated from her family when she gets caught in a crowd and is swept onto a bus. She is dispatched from the bus at the first stop, and a Zulu village woman invites her to stay at her home until her parents can find her. Surprising even herself, Scout comfortably eats caterpillars and mealies with the family, and she even chases away a snake! The experience in the Zulu village helps Scout accept the African culture as her own.

[Educational Message: When you experience being a new place, try to learn something about your surroundings before you look down on the people and the culture. If you open yourself to the possibilities, you might find a lot to appreciate and enjoy.]

Airdate: 11/02/02

Time:

Duration: 30:00

STRANGE DAYS AT BLAKE HOLSEY HIGH

INVISIBLE (#001002)

Marshall feels as important as a fly on the wall. He feels left out and unnoticed by others, including his very own friends. When he tries to talk to Josie and Lucas about something that happened, they ignore him and even exclude him from a get-together. Completely frustrated, Marshall actually starts to become as invisible as he feels. Taking advantage of his new state, Marshall teases people throughout the school, trying to get back at everyone. Unfortunately, he is soon not only invisible, but also starting to disappear entirely. It is only after Marshall realizes that his friends really do miss him and consider him important that he starts to reemerge. He reorients his self-concept to appreciate himself as a person of worth and as a valued member of a close social group.

[Educational Message: When you spend a lot of time devaluing yourself, you don't have an accurate perception of how others really value you in their lives. If you think well of yourself, you will see that others often share the same perception.]

Airdate: 11/09/02

Time:

Duration: 30:00

PREHISTORIC PLANET JURASSIC BEACH (#998003)

When Pangaea splits into seven continents, around 149 million years B.C., a golden age of sea reptiles begins. The Cryptoclidus is 26 feet long and bigger than an elephant, but it can swim faster than a seal. Opthalmosaurus is an airbreathing reptile whose feet have evolved into flippers. But the queen of them all is Liopleurodon, at 165 tons and 80 feet long the largest carnivore that will ever live. Even sharks are no match for this small-eyed giant with a keen sense of smell and car-sized jaws. Meanwhile, on the beaches, food is scarce for meat-eating scavengers such as Eustreptospondylus. If they are lucky, they might catch a low-flying Rhamphoryncus as it lands to feed on horseshoe crab eggs. If they are even luckier, a hurricane might beach the mighty Liopleurodon and provide a real feast.

Airdate: 11/09/02

Time:

Duration: 30:00

#### **CROC FILES**

GATORS (#941025)

Steve and Terri move two large alligators, "The Fang Sisters," into a new habitat. They also transfer some alligators to Australia Zoo while their habitat at Taronga Zoo is being refurbished. Along the way, they share a number of facts about alligators, a strong but less aggressive species of crocodilian. They are found in equatorial regions and grow to be about 14 feet. If alligators get too cold, they can't digest food and have trouble moving around. The webbing between their toes allows them to move easily in water. They have short, peg-like teeth, powerful jaws and an armorlike plating on their backs. Though they are at the top of the food chain, they will only harm humans who make the mistake of swimming in their territory.

Airdate: 11/09/02

Time:

Duration: 30:00

#### OPERATION JUNKYARD

CANNON (#999004)

The Junkyard Jugglers (blue team) and Renegade Recyclers (red team) compete to build cannons that don't use explosives. There are two types of propulsive devices they can use. The spring-loaded device operates on the same principle as a pinball machine, and the pneumatic device builds up air pressure in a chamber, then releases it to propel the ball. Both teams choose to build pneumatic cannons, fashioning compressed air tanks from a welding tank and PVC tubing. They learn the importance of barrel length and volume in determining the power and accuracy of their cannons. The devices are put to the test in a competition at the Operation Junkyard Beach Headquarters, where each team has 30 minutes to fire 50 cannonballs at five targets placed from 20 to 65 feet away. The Junkyard Jugglers win and advance to the next round.

[Educational Concept: Pneumatic propulsion devices]

Airdate: 11/09/02

Time:

Duration: 30:00 **ENDURANCE** 

KNOTTED UP (#838004)

Harry Houdini used his strength, combined with strategy, patience and self-control, to become the most famous escape artist in Western history. These are the qualities the teams need in order to win the next challenge. In the game **KNOTTED UP**, one team member is tied at the waist with a rope. In the center of the rope is a giant knot. The teams have to untie the knot by weaving their bodies in, out, around and over the loosened loops until the rope is straight. The first team that extends a flat rope past two end lines wins.

[Educational Message: Staying focused and calm is often superior to strength for working your way out of a difficult situation.]

Airdate: 11/09/02

Time:

Duration: 30:00 SCOUT'S SAFARI

#### AN ELEPHANT NEVER FORGETS (#000003)

Scout is still very naive about the dangers of living in South Africa. She finds herself in the path of a charging ostrich and, later that day, narrowly escapes a stampede of elephants. Shaken, Scout vents her anger about these experiences. However, after the dust settles, Bongani and Scout find a female elephant shot by ivory poachers. Left alone with the elephant's calf, Scout is at first very frightened, but soon realizes the baby elephant is a warm, non-threatening animal. The elephant is brought to live on the farm so it can be nursed back to health. After Scout gets the depressed elephant to eat, she realizes she has a gift for relating to animals. Scout vows to care for the elephant and names her after her best friend, Sherna.

[Educational Message: When you are in a new environment, there will be many unexpected adjustments. If you can open up to the new experiences, you may discover a lot about your capacity for change.]

Airdate: 11/09/02

Time:

Duration: 30:00

#### STRANGE DAYS AT BLAKE HOLSEY HIGH

MAGNET (#001003)

Josie tends to go against the grain. She intentionally breaks the dining room protocol by sitting at the popular girls' table at lunchtime. When confronted by the girls, Josie uses magnetic powers that she acquired during a science project mishap to make the girls start a food fight. Angry and embarrassed about their public disgrace, the popular girls confront Josie to figure out how she caused the food fight. Unfortunately, as Josie reacts angrily to their behavior, her magnetic polarization increases, and she unintentionally wreaks havoc all over the hallway. Her polarization becomes so bad that no one can safely get near her. Professor Z points out that Josie's polarization is a metaphor for how she never lets anyone get emotionally close to her, not even her friends. Josie knows she keeps people at a distance because she changes schools often and doesn't want to hurt by always having to say good-bye. Once the club is able to demagnetize her, Josie decides to mend her relationships. She begins to close the distance she has put between herself and her friends.

[Educational Message: Keeping yourself from getting close to people doesn't necessarily protect you from hurt. You may actually be hurting yourself more by not benefiting from close social relationships.]

Airdate: 11/16/02

Time:

Duration: 30:00

#### PREHISTORIC PLANET SKY KING (#998004)

In the Cretaceous Period, 125 million years ago, flying reptiles (pterosaurs) take to the skies. Ornithocheirus is wider than a small airplane, with a 40-foot wingspan. Every year, it crosses several thousand miles of ocean to return to its home island to mate. Along the way, it can be grounded for days by tropical rains, forced to keep its distance from land-dwellers like the 30-foot long Iguanadon and its armored traveling companion, Polacanthus—not to mention the claw-toed Utahraptor, often considered the deadliest dinosaur of all. Finally, Ornithocheirus arrives home, and joins the other males on the beach to wait for the females. Driven from the prime mating area by younger males and shunned by the females, he dies, his body providing food for the young. The circle of life is complete.

Airdate: 11/16/02

Time:

Duration: 30:00 CROC FILES CHARLIE (#941001)

The Irwins introduce us to Charlie, a crocodile that was born and raised in captivity. We see their efforts to transfer Charlie out of the concrete pit in which he was raised and into a pond he can share with his new mate, Angel. Along the way, we learn a few facts about crocodiles. For instance, the teeth of saltwater crocodiles mesh together like a giant vise grip, for a bite with 3000 pounds of pressure per square inch. The crocodile's tongue forms a palatal valve in the back of its throat that prevents water from going down the throat when the croc is underwater. Crocodiles are most dangerous at the water's edge, where they lie in wait for their prey.

Airdate: 11/16/02

Time:

Duration: 30:00

#### OPERATION JUNKYARD WATER BAILER (#999002)

The Rummaging Robots (blue team) and Scrap Scavengers (red team) face off to create devices that will bail water from leaking boats. The Robots build a large pump by affixing check valves to three latex-covered buckets. The Scavengers use a piston method that sucks water up, and then pushes it out. Their results are unsatisfactory until their engineer advisor suggests using a longer pipe that can handle more water. The final competition finds the teams in identical, leaking boats in a swamp. The Robots' bucket system springs a leak and can't create enough air pressure to pump the water. However, the Scavengers' piston pump works beautifully. They win and advance to the next round as the Robots sink into the swamp.

[Educational Concept: Valve and piston water pumps]

Airdate: 11/16/02

Time:

Duration: 30:00

#### **ENDURANCE**

#### PLANT THE FLAG (#838005)

With many major explorations, the achievement is commemorated by planting a flag in the soil. We have seen this in history, from European explorations of the Western Hemisphere, to the first recorded trek across the North Pole, and American astronauts landing on the moon. With this week's challenge, **PLANT THE FLAG**, the team members work in tandem to retrieve and plant several flags in the ground. Each team is connected to a giant pulley system in which the planting of a flag by one player lifts the other team member off the ground to retrieve the next flag. When the first player returns to get the next flag, the teammate is lowered. The sequence is repeated until one team is first to plant all their flags. The skills needed to win this challenge are communication and coordination.

[Educational Message: Whenever you reach a goal, you want to symbolize that accomplishment with a prize or an action.]

Airdate: 11/16/02

Time:

Duration: 30:00 SCOUT'S SAFARI

SCIENCE FRICTION (#000004)

On Scout's first day of school, she is very nervous about fitting into an environment where everyone wears uniforms and there are lots of new rules and new kids. She quickly bonds with Nandi because of her rebellious and independent spirit, and they immediately get into a little trouble. When the class goes on a field trip to study wildlife, Scout and Nandi decide to flout the rules and get separated from their group. Soon, they are lost and caught in a hunter's pit trap, face-to-face with what they think is a large and poisonous snake. Much to their relief, Bongani finds them and helps them out of the pit. Much to their chagrin, the whole class witnesses their embarrassing predicament. Though the teacher threatens to punish the whole group for the mishap, Scout takes full responsibility for insisting on breaking ranks. With a good-natured admission that she is out of her element, Scout laughs along with the other kids at her comeuppance. She realizes everything will be all right in her new school because kids are basically the same everywhere.

[Educational Message: Going to a new school means having to start your life all over again, but it's almost a certainty you will make new friends and feel quite at home in a short amount of time.]

Airdate: 11/16/02

Time:

Duration: 30:00

#### STRANGE DAYS AT BLAKE HOLSEY HIGH

THURSDAY (#001004)

Corrine is a perfectionist. When her Thursday starts out wrong, nothing she does sets the day on the right track. Her alarm does not ring because Josie unplugged the clock. She gets locked out of her room and is late for class. Running down the hall, she collides with Principal Durst. In her class, she gets into an argument with Josie while Professor Z is teaching and is sent to the Principal's office. There she breaks a figurine on Durst's desk. Worst of all, something about the black hole causes her to get stuck in a time warp, and she repeats the same day again and again, including all the mistakes that made her miserable in the first place. When Corrine discusses the problem with Josie and her friends, they reveal that she is an excessive "control freak" who needs to relax and go with the flow. Corrine is finally able to end the horrible day by resisting the urge to straighten things out. When she wakes up the next morning, it is actually a brand new day, and she realizes her bad day wasn't so bad after all.

[Educational Message: Trying to always be perfect and in control can make you a nervous wreck. Focus on what you can manage, and don't get worked up when everything doesn't go your way.]

Airdate: 11/23/02

Time:

Duration: 30:00

#### PREHISTORIC PLANET

#### DINOSAURS OF THE ICE FOREST (#998005)

In the Mid-Cretaceous Period, 106 million years ago, Antarctica, Australia and South America are still a "supercontinent" with hot summers and freezing winters. Among the creatures that can survive such extremes are Leaellynasaura, a lightweight plant-eater that travels in groups. They have to keep their large eyes open for the Polar Allosaurus, a 20-foot long predator, and Koolasuchas, a slow-moving amphibian that preys on small dinosaurs that get too near its pool. The four-ton Muttaburrasaurus, however, eats leaves from the treetops. In the fall, Leaellynasaura

feasts on the berries that fall from these trees, but winter forces them deeper into the forest for mushrooms. If they survive the long, freezing nights of winter, then spring brings renewal.

Airdate: 11/23/02

Time:

Duration: 30:00 **CROC FILES** 

#### DEADLY AUSTRALIAN SNAKES (#941015)

Steve presents a number of dangerous snakes that are native to Australia. He explains their habits, traits and levels of aggression, as well as the type of equipment he uses to catch them. Among the snakes we meet are the highly venomous King Brown; the fast-striking Death Adder, whose ability to kill with one bite ranks it among the top ten most venomous snakes in the world; and the Red Belly Black snake, which flattens its neck like a cobra when aggressive. In Tasmania, the common and dangerous copperhead lives on a diet of rodents, frogs and even its fellow copperheads. Three species of tiger snake also live there, all venomous.

Airdate: 11/23/02

Time:

Duration: 30:00

# **OPERATION JUNKYARD** WATER BIKE (#999003)

The Gearhead Gremlins (blue team) and Scrapheap Henchmen (red team) must each build a bicycle that can be pedaled on water. The keys to success will be flotation (keeping the bike from sinking) and propulsion (moving it forward with pedal power). The Gremlins make a metal frame fitted out with a paddle wheel and pontoons fashioned from Styrofoam-stuffed PVC pipe. The Henchmen build a similar craft, but choose a smaller wheel and latex-covered pontoons. When competition time comes, the Gremlins' bike sinks immediately due to a miscalculated center of gravity. The Henchmen manage to keep their bike afloat, but the chain keeps falling off. Finally, through the sheer pedal power of their feet in the water, they get their bike across the finish line for the win.

[Educational Concept: Flotation and Propulsion]

Airdate: 11/23/02

Time:

Duration: 30:00 **ENDURANCE** 

#### SQUEEZE PLAY (#838006)

Throughout history, leadership and political power are won by those who understand both the competition and the issues among a group of people. In this challenge, **SQUEEZE PLAY**, the winner will need to know or intuit the prominent issues among the total group of players. Each team member occupies a space on a pyramid drawn in the sand. The host then asks each person to guess how the majority of the players responded to questions from a survey that was conducted prior to the competition. Those who answer incorrectly are eliminated from the pyramid. The one who has the best knowledge about the group advances to stand at the apex of the pyramid. This challenge tests the players' attentiveness and perception of others around them.

[Educational Message: The winner is not always the strongest or smartest person, but the person with the best understanding of their competition.]

Airdate: 11/23/02

Time:

Duration: 30:00 SCOUT'S SAFARI THE LIE (#000005)

One morning, Scout and her family run into her new friend Nandi and offer her a ride to school. They assume that she lives in the mansion near her bus stop. Embarrassed, Nandi does not refute their assumption. Every time Scout tries to get invited to Nandi's house, Nandi makes up a reason why Scout cannot come over. Determined to see the mansion, Scout inveigles Bongani to go with her for an unannounced visit. They see Nandi leaving and follow her to where she really lives. They are surprised to find that her home is in a settlement in one of the poorest parts of South Africa. Nandi admits that she was afraid to tell Scout the truth. Scout reassures her that she is her friend no matter where she lives.

[Educational Message: A true friend should not judge a person based on a house or material possessions, but

#### based on character and common interests.]

Airdate: 11/23/02

Time:

Duration: 30:00

#### STRANGE DAYS AT BLAKE HOLSEY HIGH

LIFETIME (#001005)

Lucas wishes he could grow up and live his life as an adult. He is tired of being the teenager who is always picked last for a team or bullied in the hallways. Lucas believes that if he were an adult, he could get away from all these teenage situations and enjoy life however he wants. When a mayfly bite seems to accelerate his maturation, Lucas wakes up as an adult. Startled at first, Lucas soon loves every moment of not having to do what he is told and living how he wants. The fun does not last for long. Lucas can't do things with his friends because he is now an adult and they are kids. Also, Lucas continues to age—fast! A few days later, he is an elderly man carrying a mayfly around in a jar. He shares with Professor Z and the kids that he'd like to reverse the clock and enjoy his childhood. So he sets the mayfly free and, before their eyes, his aging process is reversed.

[Educational Message: You should enjoy your youth, because it is short-lived and not nearly as difficult as managing the many unwanted or challenging responsibilities of being an adult.]

Airdate: 11/30/02

Time:

Duration: 30:00

#### PREHISTORIC PLANET

#### **DEATH OF THE DINOSAURS (#998006)**

The deadly Tyrannosaurus Rex terrorizes the earth circa 65 million years B. C. At 45 feet long and 17 feet high, it can take a 150-pound bite out of its prey. During mating season, a male Tyrannosaurus Rex will bring a carcass to the larger and more dominant female. If pleased, she will mate, then send the male away after a few days and raise her young alone. She preys on other dinosaurs, such as the 40-foot long, flat-snouted Anatotitans, but has to be careful around the otherwise gentle Ankylosaurus and its club-like tail. Tyrannosaurus Rex's rule is ended when the earth is deluged by meteors, sending a destructive wall of dust and a rain of molten rock that kills up to 65 percent of life on the planet. Today, the only reminders of dinosaurs are found in fossils and the body design of birds.

Airdate: 11/30/02

Time:

Duration: 30:00 CROC FILES SHARKS (#941003)

There are over 370 species of shark in the world's oceans. Steve gets up close and personal with a few of them during a visit to the aquariums at Underwater World, which researches and breeds endangered species in its own nursery. After shark eggs hatch there, baby sharks are nurtured until they can be safely released into the ocean. To protect them from predators, they are released into murky water, but some will lose their lives in drift nets. Steve also has ocean encounters with wobbegongs, whose distinctive pattern helps them blend in with the ocean floor; reef sharks, also known as scavengers of the sea; and Gray Nurse sharks, who appear intimidating but pose no threat to humans.

Airdate: 11/30/02

Time:

Duration: 30:00

#### **OPERATION JUNKYARD**

**CATAPULT** (#999001)

The Jurassic Junkers (blue team) and Bangin' Builders (red team) square off to devise catapults that can throw mud bombs with accuracy at a target site. They both choose to make a tension catapult, a device that works on a principle similar to that of a bow and arrow. The Junkers build a spring-loaded catapult with an aluminum base, hitting a brief snag when they realize aluminum can't be welded. This leads to a lesson in welding safety, warning bystanders to avoid looking directly at the intense light produced by arc welding. The Builders' catapult is, in effect, a giant slingshot. In competition, the Junkers dominate with the superior power and accuracy of their creation. They advance to the next round.

[Educational Concept: Spring-loaded vs. tension projectiles]

Airdate: 11/30/02

Time:

Duration: 30:00 **ENDURANCE** 

#### THE FIRST SIX DAYS (#838014)

In a synopsis of the first six episodes, viewers see how the competition and relationships among the competitors have evolved. In Episode One, the kids took their journey to the isolated island in the Pacific Ocean. After having some time to get acquainted, they participated in their first challenge, which eliminated six contestants from the competition. In Episode Two, the played a game, FATE FALLS, that demonstrated that luck as well as skill can determine the outcome of a competition. In Episode Three, the teams participated in a challenge called TILT, in which new partners had to depend on each other to win. In Episode Four, the contestants learned that strategy and self-control trump strength when you have to get untangled in a game called KNOTTED UP. In Episode Five, the contestants saw the importance of interdependence as each team member had to hand off a flag to each other in PLANT THE FLAG. Finally, in Episode Six, through a process called SQUEEZE PLAY, the kids discovered that knowing how the competition thinks was more important than being strong or the most determined to win.

[Educational Message: Many factors—luck, skill, strength, tenacity, strategy, insight and cooperation—have to come together in order to succeed in challenges that are a metaphor for life.]

Airdate: 11/30/02

Time:

Duration: 30:00 SCOUT'S SAFARI

#### LOST IN AFRICA (#000002)

Scout terribly misses the New York lifestyle. While at the local market with Bongani, she criticizes anything symbolizing the African culture. While playing a prank on Bongani, Scout is accidentally separated from her family when she gets caught in a crowd and is swept onto a bus. She is dispatched from the bus at the first stop, and a Zulu village woman invites her to stay at her home until her parents can find her. Surprising even herself, Scout comfortably eats caterpillars and mealies with the family, and she even chases away a snake! The experience in the Zulu village helps Scout accept the African culture as her own.

[Educational Message: When you experience being in a new place, try to learn something about your surroundings before you look down on the people and the culture. If you open yourself to the possibilities, you might find a lot to appreciate and enjoy.]

Airdate: 11/30/02

Time:

Duration: 30:00

## STRANGE DAYS AT BLAKE HOLSEY HIGH

#### WORM HOLE (#001001)

Josie Trent arrives at Blake Holsey High and her roommate, Corrine, is totally aghast at Josie's inconsiderate behavior. Corrine follows the rules in life, where Josie tends to break them. Josie is oblivious to Corrine's feelings, and disrespects her things. Josie takes over the room, switches the beds and strips Corrine's closet to make room for her own clothes. She is unapologetic to Corrine. Josie's attitude softens a little as her curiosity is piqued by the Science Club's discovery of a vortex or black hole in their professor's office. When Corrine is sucked into the black hole, Josie travels through it to save her. Sticking by each other's side, Josie and Corrine safely return and begin a new friendship despite their differences.

[Educational Message: When you look past each other's differences, you can find a good friend who will be there during difficult times.]

Airdate: 12/07/02

Time:

Duration: 30:00

#### PREHISTORIC PLANET

#### BRING ON THE BEASTS (#998007)

Meteor blasts bring an end to the dinosaurs. Fifteen million years later, mammals thrive in the Eocene Age, unless they meet up with Gastornis, a huge meat-eating bird that lays eggs the size of footballs. All mammals are warm-blooded and need lots of fuel to stay warm. The small, furry Leptictidium lives on frogs and insects. Ambulocetus hunts for its food in the water where it lies in wait for its prey. Eventually, mammals will evolve fur and become less dependent

on constant eating to stay warm. After a large earthquake sends poisonous gas bubbling up from the lakes, the wind carries it into the forest. The surviving mammals will continue to prosper in the absence of predatory reptiles.

Airdate: 12/07/02

Time:

Duration: 30:00 CROC FILES

#### WORLD'S DEADLY FOUR (#941002)

The Irwins inform us about the four deadliest snakes in the world. The tiger snake can often be found in yard debris that attracts rodents, in rocky areas around frog ponds and in swamps behind sand dunes in Tasmania. The taipan, the largest venomous snake in Australia, is also the third largest venomous snake in the world. They move quite fast for a big, front-fanged snake. The common brown snake is high-strung, feeds on rats and mice and lives and hunts on the ground. The Fierce snake is aptly named --- it's the number one deadliest snake in Australia. Steve also gives us an extended tour of his Crocodile Hunter lair.

Airdate: 12/07/02

Time:

Duration: 30:00

#### **OPERATION JUNKYARD**

#### MASTER WATER BLASTER (#999007)

The Garbage Gorillas (blue team) and Funky Junkers (red team) must each build a water-blasting machine that will shoot water at a target made up of letters that spell "Operation Junkyard." Both teams use a design based around filling an airtight tank with water, then pumping air in with a bicycle pump. This builds pressure that, when released by a valve on a hose, forces water out. The Funky Junkers originally plan to use a bucket for their tank, but the engineer advises them that it is too flexible to hold pressure. They switch to a metal pipe, which can be held straight up to maximize air pressure. The Gorillas' original design doesn't work, so they scrap it and hastily build a handheld blaster. Though it works fine, a miscalculation during the competition costs them valuable time. The Funky Junkers easily win before the Gorillas even take aim. The Junkers advance.

[Educational Concept: Water Pressure and Propulsion]

Airdates: 12/07/02

Time:

Duration: 30:30 ENDURANCE

WATER LOGGED (#838007)

When Thor Heyerdahl sailed from Peru to Polynesia, his detractors predicted that a lightweight raft would take on water and sink, or be destroyed by the perils of the ocean. He succeeded despite the criticisms. The next mission, WATER LOGGED, challenges one player to stay afloat even if all the other players deluge him or her with water. The game exposes which team every other team feels is the greatest threat to their winning the overall competition. As one member of each team stands on a platform holding onto a large bucket, the remaining team members may form alliances to sink key competitors by overloading their buckets with so much water, they fall off the platform and sink. The last person standing on the platform wins the challenge.

[Educational Message: When you are the best at your game, sometimes others will attack or belittle you to advance themselves. However, your goals can be achieved if you just have the strength to stay afloat until the challenge passes.]

Airdate: 12/07/02

Time:

Duration: 30:00

SCOUT'S SAFARI

RITES OF PASSAGE (#000006)

Scout watches Bongani practice stick fighting, a tradition and sport that all Zulu boys have to master to be considered a man in South Africa. Scout attends Nandi's baptism, which symbolizes her new life as a Christian. Sherna, her best friend from New York, celebrates her bat mitzvah, a Jewish tradition that marks a girl's transition into adulthood. Scout wonders what will be her path in life. Since she has no cultural or religious tradition to uphold, she has to search inside herself for the answer. Frustrated, Scout wanders about the reserve and ends up at a special place etched in her memories of childhood. While there, she finds a trapped lion cub and saves his life. Scout realizes her life's

passion is to work with animals. Scout's mother gives her a special gift symbolizing her decision to pursue work that involves her ties to South Africa, the land and the wildlife.

[Educational Message: Some people have religious, cultural or family traditions to help them prepare for adulthood, but sometimes we have to look within ourselves to create new traditions and life paths.]

Airdate: 12/07/02

Time:

Duration: 30:00

#### STRANGE DAYS AT BLAKE HOLSEY HIGH

FATE (#001006)

Vaughn never knew his mother because she died in the Pearadyne lab explosion when he was very young. In order to meet her, he decides to enter the black hole. When Josie reaches to stop him, she also ends up traveling back in time. Landing in 1977, Vaughn sees his mother for the first time as a student at Blake Holsey High. He even has a friendly conversation with his father. Desperate to hold on to a piece of his mother, Vaughn decides to take a barrette she drops back to the future with him. When Josie returns to the present without Vaughn, she realizes he must have done something to prevent his birth. As it turns out, the lost barrette was the thing that caused his mother and father to meet and start their relationship. Josie goes back into the vortex to find Vaughn who faces that he can't have his mother back, but he can work on the relationship he does have with his father in the present.

[Educational Message: You can't change the past. Miss loved ones who have passed on and try to make the most of the relationships you have in the present.]

Airdate: 12/14/02

Time:

Duration: 30:00

#### PREHISTORIC PLANET

#### KILLER WHALE'S TALE (#998008)

In the late Eocene age, Basilosaurus ends the 25-million year rule of the shark. The 50-foot long aquatic mammal eats 200 pounds of fish a day, including plenty of sharks. But global weather changes affect both ocean and land. Cooler waters soon mean fewer fish for Basilosaurus, who has to hunt elsewhere for food. The situation isn't much better ashore, where lack of rain inhibits vegetation growth. This causes trouble for grazers like Brontotherium, but not Andrewsarchus, the largest carnivorous land animal. Seaweed eaters such as Moerithirium are large enough to keep away sharks, but not the bigger Basilosaurus. Small, carnivorous whales called Dorudons, however, work together to drive Basilosaurus away from their young. This survival strategy will come in handy later, when one in five species become extinct.

Airdate: 12/14/02

Time:

Duration: 30:00 CROC FILES

#### EASY TIGER (#941049)

A visit to Dream World theme park in Queensland on Australia's Gold Coast gives us a close look at Tiger Island, where special handlers train and care for tigers. The Irwins show us how tigers live and play. Tigers have a life expectancy of 10-12 years in the wild, but can live up to 25 years in captivity. They have retractable claws and can sleep up to 18 hours a day. Though a reward system can be used to teach tigers tricks, they do not make good pets. Some businesses hunt tigers for use in wildlife products. The Irwins advocate boycotting such products, which generate revenue second only to the drug trade.

Airdate: 12/14/02

Time:

Duration: 30:00

#### OPERATION JUNKYARD

GO-CART (#999008)

Round two of the overall competition pits the Rummaging Robots (blue team) against the Jurassic Junkers (red team). Each team must build a pedal-powered go-cart for a relay race that will determine the winner. The necessary elements for a working go-cart are a chassis, a drive train, wheels and a steering mechanism. The Junkers build a chassis from scratch, while the Robots use a pre-made metal basket, saving lots of time. A crucial element is the placement of the seat and pedals, especially since each team must allow for height differences among their members. The chain must

also be neither too tight nor too loose or the cart won't move, a problem the Robots face when their frame bends. Last second adjustments get them ready for the competition, but the Junkers' cart is faster. The Junkers win and advance to the next round.

[Educational Concept: Pedal propulsion]

Airdate: 12/14/02

Time:

Duration: 30:00 ENDURANCE

**ERUPTION (#838008)** 

During a volcano eruption, pressure from gases and magma builds under the earth's crust until the crust is too weak to hold the force underground. This week's challenge, *ERUPTION*, is based on the principles of a volcano eruption. Each team must hold onto a rope that holds down a possible eruption of several water balloons. As time passes, the pressure on the rope seems to increase as the team weakens and loses its grasp. As each team releases the rope, water balloons are fired into the air. The last team holding onto their rope wins.

[Educational Message: When going through a situation where you are being tested until you weaken, letting go can cause other things to explode and get out of hand.]

Airdate: 12/14/02

Time

Duration: 30:00 SCOUT'S SAFARI

CONSTELLATION CONSOLATION (#000007)

As Scout and her mother prepare for a school camping trip, Scout's mother becomes sick with flu-like symptoms. Much to Scout's chagrin, her step-father, Roger, steps in and goes with her. Scout and Roger constantly bicker with each other, mainly because of Scout's resentful attitude. No sooner do they arrive at the camp with Scout's classmates, than the outing is cut short by a storm. Now, the friction between the two intensifies. After their truck gets stuck in the mud, Roger and Scout find themselves having to depend on each other. The only way they can make it across an unstable bridge is by using ropes and belays, requiring Scout to trust Roger completely. Realizing that Roger saves her life, Scout apologizes to him for her hurtful behavior. She decides to redirect her attitude so they can have an agreeable and healthy relationship.

[Educational Message: If you find yourself with a new step-parent, give him or her chances to establish some interaction so you can get to know each other better and establish a comfortable relationship.]

Airdate: 12/14/02

Time:

Duration: 30:00

#### STRANGE DAYS AT BLAKE HOLSEY HIGH

CULTURE (#001007)

Josie is known for having a big chip on her shoulder, largely because she doesn't have a good relationship with her mother. Their visits start out well, but always deteriorate into arguments. During one of her mother's visits, Josie accidentally creates a clone of herself by leaving a piece of her gum in the science lab's cultured Petri dish. The clone that "replaces" Josie without her knowledge turns out to be an agreeable and pleasant person that her mother relates to very effectively. At first, the real Josie is distraught and jealous to see the clone and her mother having a good time. Yet Josie also comes to realize that her anger toward her mother is a big contributor to their problems. She realizes that she needs to communicate with her mother about their problems and try to establish a more consistent, positive relationship.

[Educational Message: Instead of feeding a bad relationship with anger, try to communicate with the other person and make a commitment to getting things right.]

Airdate: 12/21/02

Time:

Duration: 30:00

#### PREHISTORIC PLANET MEGA-MAMMAL (#998009)

In Oligocene-era Mongolia, 25 million years ago, a 15-ton rhino relative named Indricothere is the most massive of the land mammals. Even their newborns weigh 300 pounds. But hungry Hyaenodons are not intimidated by the 23-foot

tall creatures. These vicious, saber-toothed carnivores try to prey on baby Indricothere anyway. Other large mammals of the time include the knuckle-dragging Chalicothere that uses its sharp claws to pull fresh leaves from the treetops, and Entelodont, a six and a half-foot tall, small-brained ancestor of the pig. When the dry season comes, the Indricothere cannot produce milk for its young. They solve this problem by traveling to watering holes. At three years old, young Indricothere are sent out to face the world on their own, since their mothers, who have mated again, can only care for one baby at a time.

Airdate: 12/21/02

Time:

Duration: 30:00 CROC FILES

#### LEAPING LIZARDS (#941010)

Steve and Terri introduce us to the diverse lizard population of Australia, which contains over 700 species of reptiles. Bearded dragons puff up when threatened and have protective spines on their bodies. The frill-necked lizard is named for the defense mechanism which fans out and makes it look too big for predators to eat. Shingle-back lizards are found across the interior desert of Australia, where they mate for life. The lace monitor is a type of goanna that carefully watches lakes for food. The sand goanna, one of the largest lizards in the world, is also one of the best at burrowing. Skinks are the smallest lizards in Australia and have excellent senses of smell, hearing and sight.

Airdate: 12/21/02

Time:

Duration: 30:00

#### OPERATION JUNKYARD

WATER BIKE (#999003)

The Gearhead Gremlins (blue team) and Scrapheap Henchmen (red team) must each build a bicycle that can be pedaled on water. The keys to success will be flotation (keeping the bike from sinking) and propulsion (moving it forward with pedal power). The Gremlins make a metal frame fitted out with a paddle wheel and pontoons fashioned from Styrofoam-stuffed PVC pipe. The Henchmen build a similar craft but choose a smaller wheel and latex-covered pontoons. When competition time comes, the Gremlins' bike sinks immediately due to a miscalculated center of gravity. The Henchmen manage to keep their bike afloat, but the chain keeps falling off. Finally, through the sheer pedal power of their feet in the water, they get their bike across the finish line for the win.

[Educational Concept: Flotation and Propulsion]

Airdate: 12/21/02

Time:

Duration: 30:00 **ENDURANCE** 

#### RIGHT TO STAY (#838001)

On the first day of competition, the big challenge is to see who can endure a qualifying round and win the chance to stay for the entire competition. The first challenge, *TIME MARCHES ON*, is symbolic of the entire competition. A huge trestle with ten overhead supports, each representing a point on a timeline, is constructed over the ocean. Each player is suspended from a point on the timeline, and the first three males and females who drop from the trestle are eliminated from the remaining challenges. While motivation to hang on plays a big part in enduring the qualifying round, this competition is based on staying power.

[Educational Message: In some situations if you simply outlast your competition, you can win on endurance alone.]

Airdate: 12/21/02

Time:

Duration: 30:00 SCOUT'S SAFARI

#### AN ELEPHANT NEVER FORGETS (#000003)

Scout is still very naive about the dangers of living in South Africa. She finds herself in the path of a charging ostrich and, later that day, narrowly escapes a stampede of elephants. Shaken, Scout vents her anger about these experiences. However, after the dust settles, Bongani and Scout find a female elephant shot by ivory poachers. Left alone with the elephant's calf, Scout is at first very frightened, but soon realizes the baby elephant is a warm, non-threatening animal. The elephant is brought to live on the farm so it can be nursed back to health. After Scout gets the depressed elephant

to eat, she realizes she has a gift for relating to animals. Scout vows to care for the elephant and names her after her best friend. Sherna.

[Educational Message: When you are in a new environment, there will be many unexpected adjustments. If you can open up to the new experiences, you may discover a lot about your capacity for change.]

Airdate: 12/21/02

Time:

Duration: 30:00

#### STRANGE DAYS AT BLAKE HOLSEY HIGH

THURSDAY (#001004)

Corrine is a perfectionist. When her Thursday starts out wrong, nothing she does sets the day on the right track. Her alarm does not ring because Josie unplugged the clock. She gets locked out of her room and is late for class. Running down the hall, she collides with Principal Durst. In her class, she gets into an argument with Josie while Professor Z is teaching and is sent to the Principal's office. There she breaks a figurine on Durst's desk. Worst of all, something about the black hole causes her to get stuck in a time warp, and she repeats the same day again and again, including all the mistakes that made her miserable in the first place. When Corrine discusses the problem with Josie and her friends, they reveal that she is an excessive "control freak" who needs to relax and go with the flow. Corrine is finally able to end the horrible day by resisting the urge to straighten things out. When she wakes up the next morning, it is actually a brand new day, and she realizes her bad day wasn't so bad after all.

[Educational Message: Trying to always be perfect and in control can make you a nervous wreck. Focus on what you can manage, and don't get worked up when everything doesn't go your way.]

Airdate: 12/28/02

Time: Duration:

#### PREHISTORIC PLANET

FIRST CAME THE APES (#998010)

About three million years ago, weather changes in the Pliocene Age bring about more temperate conditions that foster the growth of grass. Warthogs, rhinos and the elephant-like Deinotherium thrive in the new conditions, as does Australopithecus, the first human ancestor to walk upright on two legs. These early primates are equally at home in the forest or on the plains. Since their intelligence is comparable to a chimp's, their social lives consist primarily of grooming each other. When they add more meat to their diets, they evolve larger brains, enabling them to learn how to use weapons and teamwork to fight off such predators as Dinofelis, a saber-toothed cat. This transition from hunted to hunter sets the stage for the evolutionary triumph of man.

Airdate: 12/28/02

Time:

Duration: 30:00 CROC FILES

#### BUGS IN THE SYSTEM (#941032)

The Irwins give us a look at a wide range of insects and arachnids, including the highly venomous Redback spider; the deadly Black Widow; the intimidating but largely harmless brown tarantula; the stick insect, which is protected from predators by its resemblance to its namesake; the Orb spider, which spins a round web and wraps its prey in silk; the multi-legged centipede and even more multi-legged millipede, some of which excrete a toxic, burning ooze; the strong-jawed but non-venomous Jerusalem cricket; and the wind scorpion, whose body hairs enable it to sense vibration.

Airdate: 12/28/02

Time:

Duration: 30:00

### OPERATION JUNKYARD

#### BASEBALL PITCHER (#999006)

The Demolition Dudes (blue team) and Trash Talkers (red team) are each challenged to create a baseball-pitching machine that can throw a ball thirty feet into a strike zone. The Dudes use a fast-spinning motor that turns a wheel to propel the balls. They use a metal channel to feed the balls into the machine and an adjustable tripod for aim. The Talkers use a two-wheel system, also motor-driven, with the unit placed on a stand that has adjustable legs to control aim. The competition segment involves each team defending its strike zone from the other's pitching machine.

Though both machines perform well, the Dudes prevent more balls from entering the strike zone. They win and advance to the next round.

[Educational Concept: Motorized robotic actions]

Airdate: 12/28/02

Time:

Duration: 30:00 **ENDURANCE** 

#### THE FIRST SIX DAYS (#838014)

In a synopsis of the first six episodes, viewers see how the competition and relationships among the competitors have evolved. In Episode One, the kids took their journey to the isolated island in the Pacific Ocean. After having some time to get acquainted, they participated in their first challenge, which eliminated six contestants from the competition. In Episode Two, the played a game, *FATE FALLS*, that demonstrated that luck as well as skill can determine the outcome of a competition. In Episode Three, the teams participated in a challenge called *TILT*, in which new partners had to depend on each other to win. In Episode Four, the contestants learned that strategy and self-control trump strength when you have to get untangled in a game called *KNOTTED UP*. In Episode Five, the contestants saw the importance of interdependence as each team member had to hand off a flag to each other in *PLANT THE FLAG*. Finally, in Episode Six, through a process called *SQUEEZE PLAY*, the kids discovered that knowing how the competition thinks was more important than being strong or the most determined to win.

[Educational Message: Many factors—luck, skill, strength, tenacity, strategy, insight and cooperation—have to come together in order to succeed in challenges that are a metaphor for life.]

Airdate: 12/28/02

Time:

Duration: 30:00 SCOUT'S SAFARI THE LIE (#000005)

One morning, Scout and her family run into her new friend Nandi and offer her a ride to school. They assume that she lives in the mansion near her bus stop. Embarrassed, Nandi does not refute their assumption. Every time Scout tries to get invited to Nandi's house, Nandi makes up a reason why Scout cannot come over. Determined to see the mansion, Scout inveigles Bongani to go with her for an unannounced visit. They see Nandi leaving and follow her to where she really lives. They are surprised to find that her home is in a settlement in one of the poorest parts of South Africa. Nandi admits that she was afraid to tell Scout the truth. Scout reassures her that she is her friend no matter where she lives.

[Educational Message: A true friend should not judge a person based on a house or material possessions, but based on character and common interests.]

Airdate: 12/28/02

Time:

Duration: 30:00

#### STRANGE DAYS AT BLAKE HOLSEY HIGH

LIFETIME (#001005)

Lucas wishes he could grow up and live his life as an adult. He is tired of being the teenager who is always picked last for a team or bullied in the hallways. Lucas believes that if he were an adult, he could get away from all these teenage situations and enjoy life however he wants. When a mayfly bite seems to accelerate his maturation, Lucas wakes up as an adult. Startled at first, Lucas soon loves every moment of not having to do what he is told and living how he wants. The fun does not last for long. Lucas can't do things with his friends because he is now an adult and they are kids. Also, Lucas continues to age—fast! A few days later, he is an elderly man carrying a mayfly around in a jar. He shares with Professor Z and the kids that he'd like to reverse the clock and enjoy his childhood. So he sets the mayfly free and, before their eyes, his aging process is reversed.

[Educational Message: You should enjoy your youth, because it is short-lived and not nearly as difficult as managing the many unwanted or challenging responsibilities of being an adult.]

# OTHER PROGRAMMING FURNISHED BY THE NBC NETWORK THAT CONTRIBUTES, AS PART OF NBC's OVERALL PROGRAMMING, TO SERVE THE EDUCATIONAL AND INFORMATIONAL NEEDS OF CHILDREN 16 AND UNDER

#### OCTOBER - DECEMBER 2002

Airdate: 12/21/02 Time: 8:00-8:30pm Duration: 30:00

#### FAT ALBERT CHRISTMAS SPECIAL

NBC presents the return of Fat Albert and the Cosby Kids in one of the most festive and funniest animated specials in NBC's "The Fat Albert Christmas Special." While preparing for the Christmas pageant, Fat Albert and the Cosby Kids meet a less fortunate family whom they decide to help as they offer their clubhouse as shelter. However, when Tyrone - the owner of the land on which the junkyard clubhouse sits - threatens to demolish the shack, Fat Albert and the Cosby Kids teach him (and our audience) the true meaning of Christmas in an effort to spare the clubhouse.

#### NBC NETWORK NON-BROADCAST EFFORTS

#### OCTOBER - DECEMBER 2002

#### DISCOVERY KIDS ON NBC POSTER/STUDY GUIDE

A Poster/Study Guide was developed in connection with the premiere of the Discovery Kids on NBC line-up of educational and informational programs for teens: Prehistoric Planet, Croc Files, Operation Junkyard, Endurance, Scout's Safari, and Strange Days at Blake Holsey High. The Poster/Study Guide was designed as a springboard for educational and entertaining classroom activities which focus on issues of great importance to teens today. The guide is designed to motivate and inspire students to take on new challenges and make discoveries about their world. It includes reproducible worksheets that focus on a student's community, school, and home as well as other Discovery Kids on NBC programming.

#### DISCOVERY KIDS ON NBC WEBSITE (on discoveryschool.com)

As a web-based companion to the Discovery Kids on NBC Poster/Study Guide, additional student activities are featured on discoveryschool.com/ad\_ventures/nbc/. These activities encourage teamwork, creativity and imagination among students, while motivating them to make discoveries about their world.

#### THE MORE YOU KNOW WEBSITE

The More You Know's website (www.nbc.com/tmyk) features scripts from the award-winning public service announcements, referral information for the organizations referenced in the PSAs, a general campaign overview, and educational materials produced in connection with NBC programming. The site also includes a list of the campaign's most recent accolades.

# NETWORK ON-AIR PROMOTIONAL EFFORTS:

# Detail for Discovery Kids On NBC - promo report for SAT AM

House#	Title	Air Date	Air Time	Daypart	Total Airings Per Date & Daypart	Promo ID	Length	Туре
56787	Teaser 10s	10/05/02	10:29:50AM	SAT 10A-1P	2	177083	0:10	Promo
56787	Teaser 10s	10/05/02	12:29:50PM	SAT 10A-1P	2	177083	0:10	Promo
56787	Teaser 10s	10/12/02	10:39:40AM	SAT 10A-1P	2	177083	0:10	Promo
56787	Teaser 10s	10/12/02	11:06:52AM	SAT 10A-1P	2	177083	0:10	Promo
56787	Teaser 10s	10/19/02	10:29:50AM	SAT 10A-1P	3	177083	0:10	Promo
56787	Teaser 10s	10/19/02	10:55:10AM	SAT 10A-1P	3	177083	0:10	Promo
56787	Teaser 10s	10/19/02	11:07:29AM	SAT 10A-1P	3	177083	0:10	Promo
56787	Teaser 10s	10/26/02	10:54:34AM	SAT 10A-1P	1	177083	0:10	Promo
56787	Teaser 10s	11/02/02	11:07:04AM	SAT 10A-1P	1	177083	0:10	Promo
56787	Teaser 10s	11/09/02	10:59:50AM	SAT 10A-1P	1	177083		
							0;10	Promo
56787	Teaser 10s	11/16/02	11:07:07AM	SAT 10A-1P	2	177083	0:10	Promo
56787	Teaser 10s	11/16/02	12:57:56PM	SAT 10A-1P	2	177083	0:10	Promo
Ju <i>1</i> 87	Teaser 10s	11/23/02	10:39:40AM	SAT 10A-1P	2	177083	0:10	Promo
56787	Teaser 10s	11/23/02	11:07:44AM	SAT 10A-1P	2	177083	0:10	Promo
56787	Teaser 10s	11/30/02	10:55:10AM	SAT 10A-1P	1	177083	0:10	Promo
56787	Teaser 10s	12/07/02	11:06:48AM	SAT 10A-1P	1	177083	0:10	Promo
56787	Teaser 10s	12/14/02	10:53:22AM	SAT 10A-1P	2	177083	0:10	Promo
56787	Teaser 10s	12/14/02	12:56:44PM	SAT 10A-1P	2	177083	0:10	Promo
56787	Teaser 10s	12/21/02	11:07:44AM	SAT 10A-1P	1	177083	0:10	Promo
56787	Teaser 10s	12/28/02	10:52;01AM	SAT 10A-1P	1	177083	0:10	Promo
56789	Globe Teaser 10s	10/05/02	12:05:06PM	SAT 10A-1P	1	177085	0:10	Promo
56789	Globe Teaser 10s	10/12/02	12:25:48PM	SAT 10A-1P	2	177085	0:10	Promo
56789	Globe Teaser 10s	10/12/02	12:55:02PM	SAT 10A-1P	2	177085	0:10	Promo
56789	Globe Teaser 10s	10/19/02	11:36;42AM	SAT 10A-1P	2	177085	0:10	Promo
56789	Globe Teaser 10s	10/19/02	12:26:24PM	SAT 10A-1P	2	177085	0:10	Promo
56789	Globe Teaser 10s							
		10/26/02	12:04:36PM	SAT 10A-1P	1	177085	0:10	Promo
39	Globe Teaser 10s	11/02/02	12:26:03PM	SAT 10A-1P	2	177085	0:10	Promo

Globe Teaser 10s	11/02/02	12:57:32PM	CAT 10A 1D	2			
	I		SAT 10A-1P		177085	0:10	Promo
Globe Teaser 10s	11/16/02	12:26:08PM	SAT 10A-1P	1	177085	0:10	Promo
Globe Teaser 10s	11/23/02	10:29:50AM	SAT 10A-1P	2	177085	0:10	Promo
Globe Teaser 10s	11/23/02	12:57:44PM	SAT 10A-1P	2	177085	0:10	Promo
Globe Teaser 10s	11/30/02	12:25:48PM	SAT 10A-1P	1	177085	0;10	Promo
Globe Teaser 10s	12/21/02	10:21;25AM	SAT 10A-1P	2	177085	0:10	Promo
Globe Teaser 10s	12/21/02	12:23:52PM	SAT 10A-1P	2	177085	0:10	Promo
Globe Teaser 10s	12/28/02	10:27:45AM	SAT 10A-1P	2	177085	0:10	Promo
Globe Teaser 10s	12/28/02	12:24:09PM	SAT 10A-1P	2	177085	0:10	Promo
S. Irwin Teaser 10s	10/05/02	11:54:01AM	SAT 10A-1P	1	177087	0:10	Promo
S, Irwin Teaser 10s	10/12/02	10:10:33AM	SAT 10A-1P	2	177087	0:10	Promo
S. Irwin Teaser 10s	10/12/02	11:36:47AM	SAT 10A-1P	2	177087	0:10	Promo
S. Irwin Teaser 10s	11/02/02	10:10:33AM	SAT 10A-1P	1	177087	0:10	Promo
S. Irwin Teaser 10s	11/09/02	12:03:40PM	SAT 10A-1P	1	177087	0:10	Promo
S. Irwin Teaser 10s	11/16/02	10:07:16AM	SAT 10A-1P	2	177087	0:10	Promo
S. Irwin Teaser 10s	11/16/02	12:30:00PM	SAT 10A-1P	2	177087	0:10	Promo
S. Irwin Teaser 10s	11/23/02	12:25:44PM	SAT 10A-1P	1	177087	0;10	Promo
S. Irwin Teaser 10s	11/30/02	10:29:50AM	SAT 10A-1P	1	177087	0;10	Promo
S. Irwin Teaser 10s	12/07/02	10:07:51AM	SAT 10A-1P	2	177087	0:10	Promo
S. Irwin Teaser 10s	12/07/02	12;26:15PM	SAT 10A-1P	2	177087	0:10	Promo
S. Irwin Teaser 10s	12/21/02	12:55:31PM	SAT 10A-1P	1	177087	0:10	Promo
Opening Ident NBC 15s	10/05/02	10:00:00AM	SAT 10A-1P	1	177088	0:15	Promo
Opening Ident NBC 15s	10/12/02	10:00:00AM	SAT 10A-1P	1	177088	0:15	Promo
Opening Ident NBC 15s	10/19/02	10:00:00AM	SAT 10A-1P	1	177088	0:15	Promo
Opening Ident NBC 15s	10/26/02	10:00:00AM	SAT 10A-1P	1	177088	0:15	Promo
Opening Ident NBC 15s	11/02/02	10:00:00AM	SAT 10A-1P	1	177088	0:15	Promo
Opening Ident NBC 15s	11/09/02	10:00:00AM	SAT 10A-1P	1	177088	0:15	Promo
Opening Ident NBC 15s	11/16/02	10:00:00AM	SAT 10A-1P	1	177088	0:15	Promo
Opening Ident NBC 15s	11/23/02	10;00;00AM	SAT 10A-1P	1	177088	0:15	Promo
Opening Ident NBC 15s	11/30/02	10:00:00AM	SAT 10A-1P	1	177088	0:15	Promo
Opening Ident NBC 15s	12/07/02	10:00:00AM	SAT 10A-1P	1	177088	0:15	Promo
	Globe Teaser 10s  S. Irwin Teaser 10s  Opening Ident NBC 15s   Globe Teaser 10s 11/23/02  Globe Teaser 10s 12/21/02  Globe Teaser 10s 12/21/02  Globe Teaser 10s 12/28/02  Globe Teaser 10s 12/28/02  Globe Teaser 10s 12/28/02  Globe Teaser 10s 10/05/02  S. Irwin Teaser 10s 10/12/02  S. Irwin Teaser 10s 10/12/02  S. Irwin Teaser 10s 11/02/02  S. Irwin Teaser 10s 11/09/02  S. Irwin Teaser 10s 11/09/02  S. Irwin Teaser 10s 11/16/02  S. Irwin Teaser 10s 11/16/02  S. Irwin Teaser 10s 11/16/02  S. Irwin Teaser 10s 11/23/02  S. Irwin Teaser 10s 11/23/02  S. Irwin Teaser 10s 11/23/02  S. Irwin Teaser 10s 12/07/02  Opening Ident NBC 15s 10/12/02  Opening Ident NBC 15s 10/12/02  Opening Ident NBC 15s 10/19/02  Opening Ident NBC 15s 11/02/02  Opening Ident NBC 15s 11/02/02  Opening Ident NBC 15s 11/02/02  Opening Ident NBC 15s 11/09/02  Opening Ident NBC 15s 11/09/02  Opening Ident NBC 15s 11/16/02   Globe Teaser 10s	Globe Teaser 10s	Giobe Teaser 10s	Globe Teaser 10s	Globe Teaser 109		

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56793	Opening Ident NBC 15s	12/14/02	10:00:00AM	SAT 10A-1P	1	177088	0:15	Promo
56793	Opening Ident NBC 15s	12/21/02	10:00:00AM	SAT 10A-1P	1	177088	0:15	Promo
793	Opening Ident NBC 15s	12/28/02	10:00:00AM	SAT 10A-1P	1	177088	0:15	Promo
56795	Prehistoric Planet Image Saturdays 30s	10/19/02	11;23:17AM	SAT 10A-1P	1	177127	0:30	Promo
56795	Prehistoric Planet Image Saturdays 30s	11/09/02	10:39:30AM	SAT 10A-1P	3	177127	0:30	Promo
56795	Prehistoric Planet Image Saturdays 30s	11/09/02	11:19:39AM	SAT 10A-1P	3	177127	0:30	Promo
56795	Prehistoric Planet Image Saturdays 30s	11/09/02	12:27:12PM	SAT 10A-1P	3	177127	0:30	Promo
56795	Prehistoric Planet Image Saturdays 30s	11/16/02	11;37;09AM	SAT 10A-1P	2	177127	0:30	Promo
56795	Prehistoric Planet Image Saturdays 30s	11/16/02	12:32:32PM	SAT 10A-1P	2	177127	0:30	Promo
56795	Prehistoric Planet Image Saturdays 30s	11/23/02	11;23;17AM	SAT 10A-1P	2	177127	0:30	Promo
56795	Prehistoric Planet Image Saturdays 30s	11/23/02	12:25:14PM	SAT 10A-1P	2	177127	0:30	Promo
56795	Prehistoric Planet Image Saturdays 30s	12/07/02	11:36:48AM	SAT 10A-1P	1	177127	0:30	Promo
56795	Prehistoric Planet Image Saturdays 30s	12/14/02	11;25:05AM	SAT 10A-1P	2	177127	0:30	Promo
56795	Prehistoric Planet Image Saturdays 30s	12/14/02	12:32;47PM	SAT 10A-1P	2	177127	0:30	Promo
56795	Prehistoric Planet Image Saturdays 30s	12/21/02	11:39:33AM	SAT 10A-1P	2	177127	0:30	Promo
56795	Prehistoric Planet Image Saturdays 30s	12/21/02	12:32:32PM	SAT 10A-1P	2	177127	0:30	Promo
F67 <b>9</b> 5	Prehistoric Planet Image Saturdays 30s	12/28/02	11:37:50AM	SAT 10A-1P	2	177127	0:30	Promo
5b795	Prehistoric Planet Image Saturdays 30s	12/28/02	12:32:17PM	SAT 10A-1P	2	177127	0:30	Promo
56798	Prehistoric Planet Image Saturdays 20s	10/12/02	10:53:53AM	SAT 10A-1P	2	177129	0:20	Promo
56798	Prehistoric Planet Image Saturdays 20s	10/12/02	11:24:46AM	SAT 10A-1P	2	177129	0:20	Promo
56798	Prehistoric Planet Image Saturdays 20s	10/26/02	11:53:36AM	SAT 10A-1P	2	177129	0:20	Promo
56798	Prehistoric Planet Image Saturdays 20s	10/26/02	12:53;41PM	SAT 10A-1P	2	177129	0:20	Promo
56798	Prehistoric Planet Image Saturdays 20s	11/02/02	10:56:00AM	SAT 10A-1P	2	177129	0:20	Promo
56798	Prehistoric Planet Image Saturdays 20s	11/02/02	11:53:25AM	SAT 10A-1P	2	177129	0:20	Promo
56798	Prehistoric Planet Image Saturdays 20s	11/09/02	11:53:36AM	SAT 10A-1P	1	177129	0;20	Promo
56798	Prehistoric Planet Image Saturdays 20s	11/16/02	11:24:46AM	SAT 10A-1P	1	177129	0:20	Promo
56798	Prehistoric Planet Image Saturdays 20s	11/23/02	10:53:53AM	SAT 10A-1P	2	177129	0:20	Promo
56798	Prehistoric Planet Image Saturdays 20s	11/23/02	12;55;39PM	SAT 10A-1P	2	177129	0:20	Promo
56798	Prehistoric Planet Image Saturdays 20s	12/07/02	10:40:58AM	SAT 10A-1P	1	177129	0:20	Promo
56800	Croc Files Coming Up 30s	10/05/02	10:06:03AM	SAT 10A-1P	2	176996	0:30	Promo
56800	Croc Files Coming Up 30s	10/05/02	10:24:33AM	SAT 10A-1P	2	176996	0:30	Promo
0	Croc Files Coming Up 30s	10/12/02	10:08:33AM	SAT 10A-1P	2	176996	0;30	Promo

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56800	Croc Files Coming Up 30s	10/12/02	10:24:55AM	SAT 10A-1P	2	176996	0:30	Promo
300	Croc Files Coming Up 30s	10/19/02	10:06:03AM	SAT 10A-1P	2	176996	0:30	Promo
56800	Croc Files Coming Up 30s	10/19/02	10:24:48AM	SAT 10A-1P	2	176996	0:30	Promo
56800	Croc Files Coming Up 30s	10/26/02	10:05:35AM	SAT 10A-1P	2	176996	0:30	Promo
56800	Croc Files Coming Up 30s	10/26/02	10:22:00AM	SAT 10A-1P	2	176996	0:30	Promo
56800	Croc Files Coming Up 30s	11/02/02	10:08:33AM	SAT 10A-1P	2	176996	0:30	Promo
56800	Croc Files Coming Up 30s	11/02/02	10:24:55AM	SAT 10A-1P	2	176996	0:30	Promo
56800	Croc Files Coming Up 30s	11/09/02	10:08:43AM	SAT 10A-1P	2	176996	0:30	Promo
56800	Croc Files Coming Up 30s	11/09/02	10:23:52AM	SAT 10A-1P	2	176996	0:30	Promo
56800	Croc Files Coming Up 30s	11/16/02	10:05:46AM	SAT 10A-1P	2	176996	0:30	Promo
56800	Croc Files Coming Up 30s	11/16/02	10:24:03AM	SAT 10A-1P	2	176996	0:30	Promo
56800	Croc Files Coming Up 30s	11/23/02	10:25:05AM	SAT 10A-1P	1	176996	0:30	Promo
56800	Croc Files Coming Up 30s	11/30/02	10:06:42AM	SAT 10A-1P	2	176996	0:30	Promo
56800	Croc Files Coming Up 30s	11/30/02	10:22:34AM	SAT 10A-1P	2	176996	0:30	Promo
56800	Croc Files Coming Up 30s	12/07/02	10:05:51AM	SAT 10A-1P	2	176996	0;30	Promo
56800	Croc Files Coming Up 30s	12/07/02	10:22:05AM	SAT 10A-1P	2	176996	0:30	Promo
.00	Croc Files Coming Up 30s	12/14/02	10:05:26AM	SAT 10A-1P	2	176996	0:30	Promo
56800	Croc Files Coming Up 30s	12/14/02	10:21;29AM	SAT 10A-1P	2	176996	0:30	Promo
56800	Croc Files Coming Up 30s	12/21/02	10:19:55AM	SAT 10A-1P	1	176996	0:30	Promo
56800	Croc Files Coming Up 30s	12/28/02	10:09:42AM	SAT 10A-1P	2	176996	0:30	Promo
56800	Croc Files Coming Up 30s	12/28/02	10;22:09AM	SAT 10A-1P	2	176996	0:30	Promo
56801	Croc Files Saturdays 30s	10/26/02	11:24:00AM	SAT 10A-1P	1	176997	0:30	Promo
56801	Croc Files Saturdays 30s	11/30/02	11:24:00AM	SAT 10A-1P	1	176997	0;30	Promo
56801	Croc Files Saturdays 30s	12/14/02	12;27;07PM	SAT 10A-1P	1	176997	0:30	Promo
56803	Croc Files Coming up 20s	12/21/02	10:07:45AM	SAT 10A-1P	1	176998	0:20	Promo
56804	Croc Files Saturdays 20s	11/16/02	12:58:06PM	SAT 10A-1P	1	176999	0:20	Promo
56804	Croc Files Saturdays 20s	11/23/02	12:04:26PM	SAT 10A-1P	1	176999	0:20	Promo
56804	Croc Files Saturdays 20s	11/30/02	12:04:05PM	SAT 10A-1P	1	176999	0:20	Promo
56804	Croc Files Saturdays 20s	12/07/02	12:04:15PM	SAT 10A-1P	1	176999	0:20	Promo
56804	Croc Files Saturdays 20s	12/14/02	12:54:54PM	SAT 10A-1P	1	176999	0:20	Promo
56804	Croc Files Saturdays 20s	12/21/02	11:05:54AM	SAT 10A-1P	2	176999	0:20	Promo

56804	Croc Files Saturdays 20s	12/21/02	12:04:05PM	SAT 10A-1P	2	176999	0:20	Promo
56804	Croc Files Saturdays 20s	12/28/02	12:04:56PM	SAT 10A-1P	1	176999	0:20	Promo
306	OP/JY Coming up 20s	10/05/02	10:54:25AM	SAT 10A-1P	1	177000	0:20	Promo
56806	OP/JY Coming up 20s	10/12/02	10:59:40AM	SAT 10A-1P	1	177000	0:20	Promo
56806	OP/JY Coming up 20s	10/19/02	10:53:20AM	SAT 10A-1P	2	177000	0:20	Promo
56806	OP/JY Coming up 20s	10/19/02	10:59:40AM	SAT 10A-1P	2	177000	0:20	Promo
56806	OP/JY Coming up 20s	10/26/02	10:52:44AM	SAT 10A-1P	1	177000	0:20	Promo
56806	OP/JY Coming up 20s	11/02/02	10:54:00AM	SAT 10A-1P	1	177000	0:20	
								Promo
56806	OP/JY Coming up 20s	11/09/02	10:37:40AM	SAT 10A-1P	2	177000	0:20	Promo
56806	OP/JY Coming up 20s	11/09/02	10:54:48AM	SAT 10A-1P	2	177000	0:20	Promo
56806	OP/JY Coming up 20s	11/16/02	10:54:25AM	SAT 10A-1P	1	177000	0:20	Promo
56806	OP/JY Coming up 20s	11/23/02	10:59:40AM	SAT 10A-1P	1	177000	0:20	Promo
56806	OP/JY Coming up 20s	11/30/02	10:53:35AM	SAT 10A-1P	2	177000	0:20	Promo
56806	OP/JY Coming up 20s	11/30/02	10:59:40AM	SAT 10A-1P	2	177000	0:20	Promo
56806	OP/JY Coming up 20s	12/07/02	10:38:53AM	SAT 10A-1P	2	177000	0:20	Promo
56806	OP/JY Coming up 20s	12/07/02	10:52:11AM	SAT 10A-1P	2	177000	0;20	Promo
56806	OP/JY Coming up 20s	12/14/02	10:36:19AM	SAT 10A-1P	2	177000	0:20	Promo
აა806	OP/JY Coming up 20s	12/14/02	10:51:12AM	SAT 10A-1P	2	177000	0:20	Promo
56806	OP/JY Coming up 20s	12/21/02						
			10:38:37AM	SAT 10A-1P	3	177000	0:20	Promo
56806	OP/JY Coming up 20s	12/21/02	10:51:22AM	SAT 10A-1P	3	177000	0:20	Promo
56806	OP/JY Coming up 20s	12/21/02	10:57:30AM	SAT 10A-1P	3	177000	0:20	Promo
56806	OP/JY Coming up 20s	12/28/02	10:42:12AM	SAT 10A-1P	3	177000	0:20	Promo
56806	OP/JY Coming up 20s	12/28/02	10:50:41AM	SAT 10A-1P	3	177000	0;20	Promo
56806	OP/JY Coming up 20s	12/28/02	10:57:10AM	SAT 10A-1P	3	177000	0:20	Promo
56807	OP/JY Saturdays 20s	10/05/02	12:56:21PM	SAT 10A-1P	1	177001	0:20	Promo
56807	OP/JY Saturdays 20s	10/12/02	12:53:27PM	SAT 10A-1P	1	177001	0;20	Promo
56807	OP/JY Saturdays 20s	10/19/02	12:57:15PM	SAT 10A-1P	1	177001	0:20	Promo
56807	OP/JY Saturdays 20s	11/02/02	12:55:37PM	SAT 10A-1P	1	177001	0;20	
								Promo
56807	OP/JY Saturdays 20s	11/09/02	12:57:15PM	SAT 10A-1P	1	177001	0:20	Promo
56807	OP/JY Saturdays 20s	11/16/02	11;54;54AM	SAT 10A-1P	1	177001	0:20	Promo
56807	OP/JY Saturdays 20s	11/23/02	10:08:49AM	SAT 10A-1P	2	177001	0:20	Promo
7 7	OP/JY Saturdays 20s	11/23/02	12:57:54PM	SAT 10A-1P	2	177001	0:20	Promo

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56807	OP/JY Saturdays 20s	11/30/02	10:08:37AM	SAT 10A-1P	2	177001	0;20	Promo
807	OP/JY Saturdays 20s	11/30/02	12:56:36PM	SAT 10A-1P	2	177001	0:20	Promo
56807	OP/JY Saturdays 20s	12/14/02	10:07:36AM	SAT 10A-1P	2	177001	0:20	Promo
56807	OP/JY Saturdays 20s	12/14/02	12:04:43PM	SAT 10A-1P	2	177001	0;20	Promo
56807	OP/JY Saturdays 20s	12/21/02	12:54:11PM	SAT 10A-1P	1	177001	0:20	Promo
56807	OP/JY Saturdays 20s	12/28/02	10:11:52AM	SAT 10A-1P	2	177001	0:20	Promo
56807	OP/JY Saturdays 20s	12/28/02	12:53:59PM	SAT 10A-1P	2	177001	0:20	Promo
56809	OP/JY Coming up 30s	10/05/02	10:38:37AM	SAT 10A-1P	1	177002	0:30	Promo
56809	OP/JY Coming up 30s	10/12/02	10:37:30AM	SAT 10A-1P	1	177002	0:30	Promo
56809	OP/JY Coming up 30s	10/19/02	10:36:40AM	SAT 10A-1P	1	177002	0:30	Promo
56809	OP/JY Coming up 30s	10/26/02	10:37:30AM	SAT 10A-1P	1	177002	0:30	Promo
56809	OP/JY Coming up 30s	11/02/02	10:37:39AM	SAT 10A-1P	1	177002		
							0:30	Promo
56809	OP/JY Coming up 30s	11/16/02	10:38:37AM	SAT 10A-1P	1	177002	0;30	Promo
56809	OP/JY Coming up 30s	11/23/02	10:37:30AM	SAT 10A-1P	1	177002	0:30	Promo
56809	OP/JY Coming up 30s	11/30/02	10:36:40AM	SAT 10A-1P	1	177002	0:30	Promo
56810	OP/JY Saturdays 30s	10/05/02	10:26:18AM	SAT 10A-1P	1	177003	0:30	Promo
10	OP/JY Saturdays 30s	10/12/02	10:26:35AM	SAT 10A-1P	1	177003	0:30	Promo
56810	OP/JY Saturdays 30s	10/19/02	10:26:18AM	SAT 10A-1P	1	177003	0:30	Promo
56810	OP/JY Saturdays 30s	11/02/02	10:26:35AM	SAT 10A-1P	1	177003	0:30	Promo
56810	OP/JY Saturdays 30s	12/07/02	12:32:17PM	SAT 10A-1P	1	177003	0:30	Promo
56810	OP/JY Saturdays 30s	12/21/02	10:21:35AM	SAT 10A-1P	2	177003	0:30	Promo
56810	OP/JY Saturdays 30s	12/21/02	12:23:22PM	SAT 10A-1P	2	177003	0:30	Promo
56812	Scouts Safari Coming up 20s	10/05/02	11:52:06AM	SAT 10A-1P	1	177004	0;20	Promo
56812	Scouts Safari Coming up 20s	10/12/02	11:51:56AM	SAT 10A-1P	1	177004	0;20	Promo
56812	Scouts Safari Coming up 20s	10/19/02	11:51:20AM	SAT 10A-1P	1	177004	0:20	Promo
56812	Scouts Safari Coming up 20s	10/26/02	11:51:16AM	SAT 10A-1P	1	177004	0:20	Promo
56812	Scouts Safari Coming up 20s	11/02/02	11:51:20AM	SAT 10A-1P	1	177004	0:20	Promo
56812	Scouts Safarl Coming up 20s	11/09/02	11:51:46AM	SAT 10A-1P	1	177004	0;20	Promo
56812	Scouts Safarl Coming up 20s	11/16/02	11:35:19AM	SAT 10A-1P	2	177004	0:20	Promo
56812	Scouts Safarl Coming up 20s	11/16/02	11:52:49AM	SAT 10A-1P	2	177004	0;20	Promo
56812	Scouts Safari Coming up 20s	11/23/02	11:36:48AM	SAT 10A-1P	2	177004	0:20	Promo

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E6012	Courte Cofort Coming up 20g	11/22/02	11:50:224M	CAT 10A 1D	· ·	177004	0.20	Dromo
56812	Scouts Safari Coming up 20s	11/23/02	11:50:32AM	SAT 10A-1P	2	177004	0:20	Promo
56812	Scouts Safari Coming up 20s	11/30/02	11:35:01AM	SAT 10A-1P	2	177004	0:20	Promo
112	Scouts Safari Coming up 20s	11/30/02	11:53:06AM	SAT 10A-1P	2	177004	0:20	Promo
56812	Scouts Safari Coming up 20s	12/07/02	11:34:43AM	SAT 10A-1P	2	177004	0:20	Promo
56812	Scouts Safarl Coming up 20s	12/07/02	11:52:06AM	SAT 10A-1P	2	177004	0:20	Promo
56812	Scouts Safari Coming up 20s	12/14/02	11:36:45AM	SAT 10A-1P	2	177004	0:20	Promo
56812	Scouts Safari Coming up 20s	12/14/02	11:50:49AM	SAT 10A-1P	2	177004	0:20	Promo
56812	Scouts Safari Coming up 20s	12/21/02	11:37:13AM	SAT 10A-1P	2	177004	0:20	Promo
56812	Scouts Safari Coming up 20s	12/21/02	11:50:58AM	SAT 10A-1P	2	177004	0:20	Promo
56812	Scouts Safari Coming up 20s	12/28/02	11:35:30AM	SAT 10A-1P	2	177004	0:20	Promo
56812	Scouts Safarl Coming up 20s	12/28/02	11:50:10AM	SAT 10A-1P	2	177004	0:20	Promo
56813	Scouts Safarl Saturdays 20s	10/05/02	12:58:21PM	SAT 10A-1P	1	177005	0;20	Promo
56813	Scouts Safari Saturdays 20s	10/12/02	11:07:02AM	SAT 10A-1P	2	177005	0:20	Promo
56813	Scouts Safari Saturdays 20s	10/12/02	12:55:12PM	SAT 10A-1P	2	177005	0:20	Promo
56813	Scouts Safari Saturdays 20s	10/19/02	11:23:47AM	SAT 10A-1P	2	177005	0:20	Promo
56813	Scouts Safari Saturdays 20s	10/19/02	12;55;15PM	SAT 10A-1P	2	177005	0:20	Promo
56813	Scouts Safari Saturdays 20s	10/26/02	11:22:35AM	SAT 10A-1P	2	177005	, 0:20	Promo
13 كىد	Scouts Safarl Saturdays 20s	10/26/02	12:55:56PM	SAT 10A-1P	2	177005	0:20	Promo
56813	Scouts Safarl Saturdays 20s	11/02/02	10:39:39AM	SAT 10A-1P	3	177005	0:20	Promo
56813	Scouts Safarl Saturdays 20s	11/02/02	11:07:14AM	SAT 10A-1P	3	177005	0;20	Promo
56813	Scouts Safari Saturdays 20s	11/02/02	12:57:42PM	SAT 10A-1P	3	177005	0:20	Promo
56813	Scouts Safari Saturdays 20s	11/09/02	10:56:48AM	SAT 10A-1P	2	177005	0:20	Promo
56813	Scouts Safari Saturdays 20s	11/09/02	12:55:15PM	SAT 10A-1P	2	177005	0:20	Promo
56813	Scouts Safari Saturdays 20s	11/16/02	11:07:17AM	SAT 10A-1P	2	177005	0;20	Promo
56813	Scouts Safarl Saturdays 20s	11/16/02	12:55:51PM	SAT 10A-1P	2	177005	0:20	Promo
56813	Scouts Safari Saturdays 20s	11/23/02	11:23:47AM	SAT 10A-1P	1	177005	0:20	Promo
56813	Scouts Safari Saturdays 20s	11/30/02	11:22:20AM	SAT 10A-1P	2	177005	0:20	Promo
56813	Scouts Safari Saturdays 20s	11/30/02	12:58:21PM	SAT 10A-1P	2	177005	0:20	Promo
56813	Scouts Safarl Saturdays 20s	12/07/02	10:59:40AM	SAT 10A-1P	3	177005	0:20	Promo
56813	Scouts Safari Saturdays 20s	12/07/02	11:26:02AM	SAT 10A-1P	3	177005	0:20	Promo
56813	Scouts Safari Saturdays 20s	12/07/02	12:54:28PM	SAT 10A-1P	3	177005	0:20	Promo
3	Scouts Safarl Saturdays 20s	12/14/02	11:25:35AM	SAT 10A-1P	2	177005	0:20	Promo

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56813	Scouts Safari Saturdays 20s	12/14/02	12:56:54PM	SAT 10A-1P	2	177005	0:20	Promo
913	Scouts Safari Saturdays 20s	12/21/02	10:52:52AM	SAT 10A-1P	3	177005	0:20	Promo
56813	Scouts Safari Saturdays 20s	12/21/02	11:21:47AM	SAT 10A-1P	3	177005	0;20	Promo
56813	Scouts Safari Saturdays 20s	12/21/02	12:55:41PM	SAT 10A-1P	3	177005	0;20	Promo
56813	Scouts Safari Saturdays 20s	12/28/02	11:20:00AM	SAT 10A-1P	1	177005	0;20	Promo
56815	Scouts Safari Coming up 30s	10/05/02	11:35:37AM	SAT 10A-1P	1	177006	0:30	Promo
56815	Scouts Safari Coming up 30s	10/12/02	11:34:37AM	SAT 10A-1P	1	177006	0:30	Promo
56815	Scouts Safari Coming up 30s	10/19/02	11:34:42AM	SAT 10A-1P	1	177006	0:30	Promo
56815	Scouts Safari Coming up 30s	10/26/02	11:36:08AM	SAT 10A-1P	1	177006	0:30	Promo
56815	Scouts Safari Coming up 30s	11/02/02	11:34:42AM	SAT 10A-1P	1	177006	0:30	Promo
56815	Scouts Safari Coming up 30s	11/09/02	11:36:08AM	SAT 10A-1P	1	177006	0:30	Promo
56816	Scouts Safari Saturdays 30s	11/23/02	10:26:35AM	SAT 10A-1P	1	177007	0:30	Promo
56816	Scouts Safari Saturdays 30s	11/30/02	10;24;19AM	SAT 10A-1P	1	177007	0:30	Promo
56816	Scouts Safari Saturdays 30s	12/28/02	10:23:39AM	SAT 10A-1P	1	177007	0:30	Promo
56818	Strange Days Coming up 30s	10/05/02	12:03:06PM	SAT 10A-1P	2	177008	0:30	Promo
56818	Strange Days Coming up 30s	10/05/02	12:25:52PM	SAT 10A-1P	2	177008	0:30	Promo
18	Strange Days Coming up 30s	10/12/02	12:02:25PM	SAT 10A-1P	2	177008	0:30	Promo
56818	Strange Days Coming up 30s	10/12/02	12:25:18PM	SAT 10A-1P	2	177008	0:30	Promo
56818	Strange Days Coming up 30s	10/19/02	12:03:56PM	SAT 10A-1P	2	177008	0:30	Promo
56818	Strange Days Coming up 30s	10/19/02	12:25:54PM	SAT 10A-1P	2	177008	0:30	Promo
56818	Strange Days Coming up 30s	10/26/02	12:03:06PM	SAT 10A-1P	2	177008	0:30	Promo
56818	Strange Days Coming up 30s	10/26/02	12:25:22PM	SAT 10A-1P	2	177008	0:30	Promo
56818	Strange Days Coming up 30s	11/02/02	12:02:25PM	SAT 10A-1P	2	177008	0:30	Promo
56818	Strange Days Coming up 30s	11/02/02	12:25:33PM	SAT 10A-1P	2	177008	0:30	Promo
56818	Strange Days Coming up 30s	11/09/02	12:01:55PM	SAT 10A-1P	2	177008	0;30	Promo
56818	Strange Days Coming up 30s	11/09/02	12:25:12PM	SAT 10A-1P	2	177008	0:30	Promo
56818	Strange Days Coming up 30s	11/16/02	12:03:56PM	SAT 10A-1P	2	177008	0:30	Promo
56818	Strange Days Coming up 30s	11/16/02	12:25:38PM	SAT 10A-1P	2	177008	0:30	Promo
56818	Strange Days Coming up 30s	11/23/02	12:02:46PM	SAT 10A-1P	2	177008	0:30	Promo
56818	Strange Days Coming up 30s	11/23/02	12;27:29PM	SAT 10A-1P	2	177008	0;30	Promo
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		11/20/20		T	<del></del>	T		
56818	Strange Days Coming up 30s	11/30/02	12:25:18PM	SAT 10A-1P	2	177008	0:30	Promo
56818	Strange Days Coming up 30s	12/07/02	12:02:20PM	SAT 10A-1P	2	177008	0:30	Promo
18	Strange Days Coming up 30s	12/07/02	12:25:45PM	SAT 10A-1P	2	177008	0:30	Promo
56818	Strange Days Coming up 30s	12/14/02	12:03:03PM	SAT 10A-1P	2	177008	0:30	Promo
56818	Strange Days Coming up 30s	12/14/02	12:24:52PM	SAT 10A-1P	2	177008	0:30	Promo
56818	Strange Days Coming up 30s	12/21/02	12:01:55PM	SAT 10A-1P	2	177008	0:30	Promo
56818	Strange Days Coming up 30s	12/21/02	12:25:07PM	SAT 10A-1P	2	177008	0:30	Promo
56818	Strange Days Coming up 30s	12/28/02	12:02:46PM	SAT 10A-1P	2	177008	0:30	Promo
56818	Strange Days Coming up 30s	12/28/02	12:23:39PM	SAT 10A-1P	2	177008	0:30	Promo
56822	Strange Days Saturdays 20s	10/05/02	11:07:20AM	SAT 10A-1P	2	177011	0:20	Promo
56822	Strange Days Saturdays 20s	10/05/02	11:54:11AM	SAT 10A-1P	2	177011	0:20	Promo
56822	Strange Days Saturdays 20s	10/12/02	11:53:56AM	SAT 10A-1P	1	177011	0:20	Promo
56822	Strange Days Saturdays 20s	10/19/02	11:53:20AM	SAT 10A-1P	1	177011	0:20	Promo
56822	Strange Days Saturdays 20s	10/26/02	11:07:04AM	SAT 10A-1P	1	177011	0:20	
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56822	Strange Days Saturdays 20s	11/02/02	11:20:35AM	SAT 10A-1P	2	177011	0:20	Promo
56822	Strange Days Saturdays 20s	11/02/02	11:36:42AM	SAT 10A-1P	2	177011	0;20	Promo
56822	Strange Days Saturdays 20s	11/09/02	11:06:55AM	SAT 10A-1P	1	177011	0;20	Promo
222 ـــ	Strange Days Saturdays 20s	11/16/02	10:07:26AM	SAT 10A-1P	1	177011	0;20	Promo
56822	Strange Days Saturdays 20s	11/23/02	11:52:52AM	SAT 10A-1P	1	177011	0:20	Promo
56822	Strange Days Saturdays 20s	11/30/02	10:55:20AM	SAT 10A-1P	3	177011	0:20	Promo
56822	Strange Days Saturdays 20s	11/30/02	11:06:49AM	SAT 10A-1P	3	177011		
							0:20	Promo
56822	Strange Days Saturdays 20s	11/30/02	11:55:11AM	SAT 10A-1P	3	177011	0:20	Promo
56822	Strange Days Saturdays 20s	12/07/02	10;08;01AM	SAT 10A-1P	3	177011	0;20	Promo
56822	Strange Days Saturdays 20s	12/07/02	11:06:58AM	SAT 10A-1P	3	177011	0:20	Promo
56822	Strange Days Saturdays 20s	12/07/02	11:53:56AM	SAT 10A-1P	3	177011	0:20	Promo
56822	Strange Days Saturdays 20s	12/14/02	10:53;32AM	SAT 10A-1P	3	177011	0:20	Promo
56822	Strange Days Saturdays 20s	12/14/02	11:06:28AM	SAT 10A-1P	3	177011	0:20	Promo
56822	Strange Days Saturdays 20s	12/14/02	11:52:54AM	SAT 10A-1P	3	177011	0;20	Promo
56822	Strange Days Saturdays 20s	12/21/02	10:40:57AM	SAT 10A-1P	3	177011	0;20	Promo
56822	Strange Days Saturdays 20s	12/21/02	11:07:54AM	SAT 10A-1P	3	177011	0:20	Promo
56822	Strange Days Saturdays 20s	12/21/02	11:52:33AM	SAT 10A-1P	3	177011	0:20	Promo
72	Strange Days Saturdays 20s	12/28/02	10:52:11AM	SAT 10A-1P	3	177011	0:20	Promo

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56822	Strange Days Saturdays 20s	12/28/02	11:07:09AM	SAT 10A-1P	3	177011	0:20	Promo
2	Strange Days Saturdays 20s	12/28/02	11:51:45AM	SAT 10A-1P	3	177011	0:20	Promo
56824	Block Image Saturdays 30s	10/05/02	11:23:24AM	SAT 10A-1P	2	177015	0:30	Promo
56824	Block Image Saturdays 30s	10/05/02	12:32:30PM	SAT 10A-1P	2	177015	0:30	Promo
56824	Block Image Saturdays 30s	10/12/02	12:27:33PM	SAT 10A-1P	1	177015	0:30	Promo
56824	Block Image Saturdays 30s	10/19/02	12:32:41PM	SAT 10A-1P	1	177015	0:30	Promo
56824	Block Image Saturdays 30s	10/26/02	12:32:30PM	SAT 10A-1P	1	177015	0:30	Promo
56824	Block Image Saturdays 30s	11/02/02	12:27;33PM	SAT 10A-1P	1	177015	0:30	Promo
56824	Block Image Saturdays 30s	11/09/02	12:32;41PM	SAT 10A-1P	1	177015	0:30	Promo
56824	Block Image Saturdays 30s	11/16/02	10:22:03AM	SAT 10A-1P	1	177015	0:30	Promo
56824	Block Image Saturdays 30s	11/23/02	11:38:23AM	SAT 10A-1P	1	177015	0;30	Promo
56824	Block Image Saturdays 30s	11/30/02	12:27:33PM	SAT 10A-1P	2	177015	0:30	Promo
56824	Block Image Saturdays 30s	11/30/02	12:32:30PM	SAT 10A-1P	2	177015	0:30	Promo
56824	Block Image Saturdays 30s	12/21/02	11;21;17AM	SAT 10A-1P	1	177015	0:30	
								Promo
56824	Block Image Saturdays 30s	12/28/02	11:19:30AM	SAT 10A-1P	1	177015	0:30	Promo
56826	Block Image Saturdays 30s	10/05/02	12:27:22PM	SAT 10A-1P	1	177080	0:30	Promo
6	Block Image Saturdays 30s	10/12/02	11:24:11AM	SAT 10A-1P	2	177080	0:30	Promo
56826	Block Image Saturdays 30s	10/12/02	12:31:58PM	SAT 10A-1P	2	177080	0:30	Promo
56826	Block Image Saturdays 30s	10/19/02	12:27:39PM	SAT 10A-1P	1	177080	0:30	Promo
56826	Block Image Saturdays 30s	10/26/02	10:23:30AM	SAT 10A-1P	2	177080	0:30	Promo
56826	Block Image Saturdays 30s	10/26/02	12:27:32PM	SAT 10A-1P	2	177080	0;30	Promo
56826	Block Image Saturdays 30s	11/02/02	11:21:55AM	SAT 10A-1P	2	177080	0:30	Promo
56826	Block Image Saturdays 30s	11/02/02	12:31:58PM	SAT 10A-1P	2	177080	0:30	Promo
56826	Block Image Saturdays 30s	11/09/02	10:25:22AM	SAT 10A-1P	1	177080	0:30	Promo
56826	Block Image Saturdays 30s	11/16/02	11:24:1 <b>1</b> AM	SAT 10A-1P	2	177080	0:30	Promo
56826	Block Image Saturdays 30s	11/16/02	12:27:38PM	SAT 10A-1P	2	177080	0:30	Promo
56826	Block Image Saturdays 30s	11/23/02	10:06:39AM	SAT 10A-1P	i	177080	0:30	Promo
56826	Block Image Saturdays 30s	11/30/02	11:36:51AM	SAT 10A-1P	1	177080	0;30	Promo
56826	Block Image Saturdays 30s	12/07/02	10:23:45AM	SAT 10A-1P	3	177080	0:30	Promo
56826	Block Image Saturdays 30s	12/07/02	11;25:32AM	SAT 10A-1P	3	177080	0;30	Promo
rca56	Block Image Saturdays 30s	12/07/02	12:27:45PM	SAT 10A-1P	3	177080	0:30	
40	рюск лиаде заштиауз эоз	12/07/02	17:71 (425)	DAT TOW-TA	<u> </u>	177080	0:30	Promo

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56826	Block Image Saturdays 30s	12/14/02	10:23:09AM	SAT 10A-1P	2	177080	0:30	Promo
56826	Block Image Saturdays 30s	12/14/02	11:38:35AM	SAT 10A-1P	2	177080	0:30	Promo
<u>26</u>	Block Image Saturdays 30s	12/21/02	10:05:35AM	SAT 10A-1P	1	177080	0:30	Promo
56826	Block Image Saturdays 30s	12/28/02	12;25:24PM	SAT 10A-1P	1	177080	0:30	Promo
56828	Block Image Saturdays 20s	10/05/02	10:40:37AM	SAT 10A-1P	2	177081	0;20	Promo
56828	Block Image Saturdays 20s	10/05/02	11:37:37AM	SAT 10A-1P	2	177081	0:20	Promo
56828	Block Image Saturdays 20s	10/12/02	10:10:43AM	SAT 10A-1P	1	177081	0;20	Promo
56828	Block Image Saturdays 20s	10/19/02	10:38:40AM	SAT 10A-1P	2	177081	0:20	Promo
56828	Block Image Saturdays 20s	10/19/02	11:07:39AM	SAT 10A-1P	2	177081	0:20	Promo
56828	Block Image Saturdays 20s	10/26/02	10:39:30AM	SAT 10A-1P	2	177081	0;20	Promo
56828	Block Image Saturdays 20s	10/26/02	11:37:53AM	SAT 10A-1P	2	177081	0:20	Promo
56828	Block Image Saturdays 20s	11/02/02	10:10:43AM	SAT 10A-1P	1	177081	0:20	Promo
56828	Block Image Saturdays 20s	11/09/02	11;21:29AM	SAT 10A-1P	2	177081	0;20	Promo
56828	Block Image Saturdays 20s	11/09/02	11:38:23AM	SAT 10A-1P	2	177081	0:20	Promo
56828	Block Image Saturdays 20s	11/16/02	10:40:37AM	SAT 10A-1P	1	177081	0:20	Promo
56828	Block Image Saturdays 20s	11/23/02	11:07:54AM	SAT 10A-1P	1	177081	0:20	Promo
EC0.28	Block Image Saturdays 20s	11/30/02	10:38:55AM	SAT 10A-1P	1	177081	0:20	Promo
56828	Block Image Saturdays 20s	12/28/02	10:39:52AM	SAT 10A-1P	1	177081	0:20	Promo
56830	Image Spot Version 1 - 30s	10/05/02	11:05:10AM	SAT 10A-1P	2	177162	0:30	Promo
56830	Image Spot Version 1 - 30s	10/05/02	11:21:49AM	SAT 10A-1P	2	177162	0:30	Promo
56831	Image Spot Version 2 - 30s	11/23/02	12:32:17PM	SAT 10A-1P	1	177163	0:30	Promo
56834	Image Spot Cutdown Version 2 - 20s	10/05/02	10:07:58AM	SAT 10A-1P	2	177166	0:20	Promo
56834	Image Spot Cutdown Version 2 - 20s	10/05/02	10:56:25AM	SAT 10A-1P	2	177166	0:20	Promo
56834	Image Spot Cutdown Version 2 - 20s	10/26/02	12:04:46PM	SAT 10A-1P	1	177166	0:20	Promo
56834	Image Spot Cutdown Version 2 - 20s	11/30/02	11:05:04AM	SAT 10A-1P	2	177166	0:20	Promo
56834	Image Spot Cutdown Version 2 - 20s	11/30/02	11:22:00AM	SAT 10A-1P	2	177166	0:20	Promo
56834	Image Spot Cutdown Version 2 - 20s	12/21/02	11:19;52AM	SAT 10A-1P	1	177166	0:20	Promo
56835	Endurance Episodic 2 Version 1 20s	10/12/02	10:55:53AM	SAT 10A-1P	3	177167	0:20	Promo
56835	Endurance Episodic 2 Version 1 20s	10/12/02	11:05:02AM	SAT 10A-1P	3	177167	0:20	Promo
56835	Endurance Episodic 2 Version 1 20s	10/12/02	11:22:51AM	SAT 10A-1P	3	177167	0:20	Promo
56836	Endurance Episodic 2 Version 2 20s	10/05/02	12:05:16PM	SA⊤ 10A-1P	1	177168	0:20	Promo
<u>.</u> <u>9</u>	Endurance Episodic 3 Version 1 20s	10/19/02	10:08:13AM	SAT 10A-1P	4	177171	0:20	Promo

	I	1						
56839	Endurance Episodic 3 Version 1 20s	10/19/02	10:55:20AM	SAT 10A-1P	4	177171	0:20	Promo
19	Endurance Episodic 3 Version 1 20s	10/19/02	11:05:54AM	SAT 10A-1P	4	177171	0:20	Promo
56839	Endurance Episodic 3 Version 1 20s	10/19/02	11:21:42AM	SAT 10A-1P	4	177171	0:20	Promo
56839	Endurance Episodic 3 Version 1 20s	11/02/02	11:05:09AM	SAT 10A-1P	2	177171	0:20	Promo
56839	Endurance Episodic 3 Version 1 20s	11/02/02	11:20:15AM	SAT 10A-1P	2	177171	0:20	Promo
56840	Endurance Episodic 3 Version 2 20s	10/12/02	12:04:05PM	SAT 10A-1P	1	177172	0:20	Promo
56843	Endurance Episodic 4 Version 1 20s	10/26/02	10:07:45AM	SAT 10A-1P	4	177175	0:20	Promo
56843	Endurance Episodic 4 Version 1 20s	10/26/02	10:54:44AM	SAT 10A-1P	4	177175	0:20	Promo
56843	Endurance Episodic 4 Version 1 20s	10/26/02	11:05:04AM	SAT 10A-1P	4	177175	0:20	Promo
56843	Endurance Episodic 4 Version 1 20s	10/26/02	11:22:15AM	SAT 10A-1P	4	177175	0:20	Promo
56843	Endurance Episodic 4 Version 1 20s	11/09/02	10:10:53AM	SAT 10A-1P	3	177175	0:20	Promo
56843	Endurance Episodic 4 Version 1 20s	11/09/02	11:05:10AM	SAT 10A-1P	3	177175	0:20	Promo
56843	Endurance Episodic 4 Version 1 20s	11/09/02	11:19:19AM	SAT 10A-1P	3	177175	0:20	Promo
56844	Endurance Episodic 4 Version 2 20s	10/19/02	12:06:06PM	SAT 10A-1P	1	177176	0:20	Promo
56844	Endurance Episodic 4 Version 2 20s	11/02/02	12:04:20PM	SAT 10A-1P	1	177176	0:20	Promo
56847	Endurance Episodic 5 Version 1 20s	11/16/02	10:56:25AM	SAT 10A-1P	3	177179	0:20	Promo
7	Endurance Episodic 5 Version 1 20s	11/16/02	11:05:02AM	SAT 10A-1P	3	177179	0:20	Promo
56847	Endurance Episodic 5 Version 1 20s	11/16/02	11:23:06AM	SAT 10A-1P	3	177179	0;20	Promo
56848	Endurance Episodic 5 Version 2 20s	11/09/02	12:03:50PM	SAT 10A-1P	1	177180	0:20	Promo
56851	Endurance Episodic 6 Version 1 20s	11/23/02	10:55:53AM	SAT 10A-1P	3	177183	0;20	Promo
56851	Endurance Episodic 6 Version 1 20s	11/23/02	11:05:54AM	SAT 10A-1P	3	177183	0:20	Promo
56851	Endurance Episodic 6 Version 1 20s	11/23/02	11:21:57AM	SAT 10A-1P	3	177183	0:20	Promo
56851	Endurance Episodic 6 Version 1 20s	12/28/02	11:05:09AM	SAT 10A-1P	2	177183	0:20	Promo
56851	Endurance Episodic 6 Version 1 20s	12/28/02	11:18:05AM	SAT 10A-1P	2	177183	0;20	Promo
56852	Endurance Episodic 6 Version 2 20s	11/16/02	12;05:51PM	SAT 10A-1P	1	177184	0:20	Promo
56855	Endurance Episodic 7 Version 1 20s	12/07/02	10:53:56AM	SAT 10A-1P	3	177189	0:20	Promo
56855	Endurance Episodic 7 Version 1 20s	12/07/02	11:05:13AM	SAT 10A-1P	3	177189	0:20	Promo
56855	Endurance Episodic 7 Version 1 20s	12/07/02	11:23:52AM	SAT 10A-1P	3	177189	0:20	Promo
56859	Endurance Episodic 8 Version 1 20s	12/14/02	10:37:54AM	SAT 10A-1P	3	177193	0:20	Promo
56859	Endurance Episodic 8 Version 1 20s	12/14/02	11;04;58AM	SAT 10A-1P	3	177193	0:20	Promo
E5059	Endurance Episodic 8 Version 1 20s	12/14/02	11:23:10AM	SAT 10A-1P	3	177193	0:20	Promo
EC059	Endurance Episodic 8 Version 1 20s	12/14/02	11:23:10AM	SAT 10A-1P	3	177193	0:20	I

56860	Endurance Episodic 8 Version 2 20s	12/07/02	12:56:13PM	SAT 10A-1P	1	177194	0:20	Promo
56864	Endurance Episodic 9 Version 2 20s	12/28/02	12:55:29PM	SAT 10A-1P	1	177198	0:20	Promo
		-						

# Detail for Discovery Kids On NBC - promo report for PRIMETIME

12/18/02 NBC ON-AIR PROMOTIONS SYSTEM PAGE: 1

SELECTION: SHOW CD: DIS START DATE: 10/01/02 END DATE: 12/31/02

TIME IND TYPE LEN DATE DESCRIPTION PROMO ID 10/04/02 08:00:00PM 6916 0060 PROVIDENCE 08:16:35PM NI B 010 DISCOVERY: IRWIN #2 010G D31 DIS1 30 10/04/02 09:00:00PM 6917 0060 DATELINE 09:26:50PM NI A 010 DISCOVERY: GLOBE #2 010G D31 DIS1 20 10/11/02 08:00:00PM 6916 0060 PROVIDENCE 08:45:47PM NI C 010 DISCOVERY: IRWIN #2 010G D31 DIS1 30 10/11/02 09:00:00PM 6917 0060 DATELINE 09:14:17PM NI A 010 DISCOVERY: T REX #2 010G D31 DIS1 10 10/18/02 08:00:00PM 6916 0060 PROVIDENCE 08:31:06PM PR03F 010 DISCOVERY: GLOBE #2 010G D31 DIS1 20 10/18/02 09:00:00PM 6917 0060 DATELINE 09:34:54PM NI B 010 DISCOVERY: IRWIN #2 010G D31 DIS1 30 10/25/02 08:00:00PM 6916 0060 PROVIDENCE 08:06:09PM PR01E 010 DISCOVERY: IRWIN #2 010G D31 DIS1 30 11/01/02 08:00:00PM 6916 0060 PROVIDENCE 08:29:20PM PR03H 010 DISCOVERY: IRWIN #2 010G D31 DIS1 30 11/01/02 09:00:00PM 6917 0060 DATELINE 09:45:04PM NI A 010 DISCOVERY: T REX #2 010G D31 DIS1 10 11/08/02 08:00:00PM 6916 0060 PROVIDENCE 08:35:22PM PR03I 010 DISCOVERY: IRWIN #2 010G D31 DIS1 30 11/08/02 09:00:00PM 6917 0060 DATELINE 09:50:21PM PR04G 010 DISCOVERY; GLOBE #2 010G D31 DIS1 20 11/15/02 08:00:00PM 6916 0060 PROVIDENCE 08:32:10PM PR03G 010 DISCOVERY: T REX #2 010G D31 DIS1 10 11/15/02 09:00:00PM 6917 0060 DATELINE 09:43:05PM NI A 010 DISCOVERY: GLOBE #2 010G D31 DIS1 20 11/22/02 08:00:00PM 6916 0060 PROVIDENCE 08:19:26PM NI C 010 DISCOVERY; GLOBE #2 010G D31 DIS1 20 11/22/02 09:00:00PM 6917 0060 DATELINE 09:29:43PM NI B 010 DISCOVERY: IRWIN #2 010G D31 DIS1 30 11/29/02 08:00:00PM 6953 0120 MOVIE SPECIAL 08:38:06PM NI A 010 DISCOVERY: T REX #2 010G D31 DIS1 10 09:21:20PM PR05K 010 DISCOVERY: GLOBE #2 010G D31 DIS1 20 12/06/02 08:00:00PM 6916 0060 PROVIDENCE 08:43:35PM NI C 010 DISCOVERY; IRWIN #2 010G D31 DIS1 30 12/06/02 09:00:00PM 6917 0060 DATELINE 09:27:36PM NI B 010 DISCOVERY: GLOBE #2 010G D31 DIS1 20 12/13/02 08:00:00PM 6916 0060 PROVIDENCE 08:19;10PM NI C 010 DISCOVERY; T REX #2 010G D31 DIS1 10 12/13/02 09:00:00PM 6917 0060 DATELINE 09:43:35PM NI B 010 DISCOVERY: GLOBE #2 010G D31 DIS1 20 12/20/02 08:00:00PM 6916 0120 PROVIDENCE NI B 010 DISCOVERY: GLOBE #2 010G D31 DIS1 20 PR07H 010 DISCOVERY: T REX #2 010G D31 DIS1 10 12/27/02 08:00:00PM 6917 0120 DATELINE NI A 010 DISCOVERY; GLOBE #2 010G D31 DIS1 20

NI A 010 DISCOVERY: IRWIN #2 010G D31 DIS1 30

TOTAL PROMO AIRINGS: 25
TOTAL PROMO SECONDS: 250
\*\*\*\*\* END OF REPORT \*\*\*\*\*

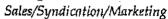
# PROGRAMMING THAT IS SPECIFICALLY DESIGNED TO SERVE THE EDUCATIONAL AND INFORMATIONAL NEEDS OF CHILDREN 16 AND UNDER

# CORE PROGRAMMING FOR 4TH QUARTER 2002 (SYNDICATED)

Airdate 10/05/02 Time 1100-1130 Duration 30:00	JACK HANNA'S ANIMAL ADVENTURES EPISODE #2174 "ISLA TIGRE"
Airdate 10/05/02 Time 1630-1700 Duration 30:00	JACK HANNA'S ANIMAL ADVENTURES EPISODE #2212 "SPIRIT BEAR"
Airdate 10/12/02 Time 1100-1130 Duration 30:00	JACK HANNA'S ANIMAL ADVENTURES EPISODE #2176 "CANOPY TOWER"
Airdate 10/12/02 Time 1630-1700 Duration 30:00	JACK HANNA'S ANIMAL ADVENTURES EPISODE #2194 "DISCOVERY COVE"
Airdate 10/19/02 Time 1630-1700 Duration 30:00	JACK HANNA'S ANIMAL ADVENTURES EPISODE #2218 "HILL TRIBE ELEPLANT TREK"
Airdate 10/26/02 Time 1630-1700 Duration 30:00	JACK HANNA'S ANIMAL ADVENTURES EPISODE #2193 "HORSE MAGIC"
Airdate 11/02/02 Time 1100-1130 Duration 30:00	JACK HANNA'S ANIMAL ADVENTURES EPISODE #2179 "DIVING INTO DOMINICA"
Airdate 11/02/02 Time 1630-1700 Duration 30:00	JACK HANNA'S ANIMAL ADVENTURES EPISODE #2198 "CAIMAN RANCH"
Airdate 11/09/02 Time 1630-1700 Duration 30:00	JACK HANNA'S ANIMAL ADVENTURES EPISODE #2219 "ANIMALS OF THA!LAND"

Airdate 11/23/02 Time 1630-1700 Duration 30:00	JACK HANNA'S ANIMAL ADVENTURES EPISODE #2220 "GIBBONS RELEASE"
Airdate 11/30/02 Time 1630-1700 Duration 30:00	JACK HANNA'S ANIMAL ADVENTURES EPISODE #2200 "IGUASSO FALLS"
Airdate 12/01/02 Time 1530-1600 Duration 30:00	JACK HANNA'S ANIMAL ADVENTURES EPISODE #2183 "GLACIER BAY ADVENTURE"
Airdate 12/07/02 Time 1630-1700 Duration 30:00	JACK HANNA'S ANIMAL ADVENTURES EPISODE #2213 "ORCAS AND GRIZZLIES"
Airdate 12/08/02 Time 1530-1600 Duration 30:00	JACK HANNA'S ANIMAL ADVENTURES EPISODE #2184 "GALAPAGOS: PLAZA AND NORTH SEYMOUR ISLANDS"
Airdate 12/14/02 Time 1630-1700 Duration 30:00	JACK HANNA'S ANIMAL ADVENTURES EPISODE #2202 "FOR GOODNESS SNAKES"
Airdate 12/15/02 Time 1530-1600 Duration 30:00	JACK HANNA'S ANIMAL ADVENTURES EPISODE #2185 "GALAPAGOS: FERNANDINA ISLAND"
Airdate 12/21/02 Time 1100-1130 Duration 30:00	JACK HANNA'S ANIMAL ADVENTURES EPISODE #2186 "JAMBELI ANIMAL RESCUE CENTER"
Airdate 12/21/02 Time 1630-1700 Duration 30:00	JACK HANNA'S ANIMAL ADVENTURES EPISODE #1216 "SURIN ELEPHANT ROUNDUP"
Airdate 12/28/02 Time 1100-1130 Duration 30:00	JACK HANNA'S ANIMAL ADVENTURES EPISODE #2187 "CONDOR HAUSI"
Airdate 12/23/02 Time 1630-1700 Duration 30:00	JACK HANNA'S ANIMAL ADVENTURES EPISODE #1223 "IN THE BEGINNING"







15 New Britain Ave. Unionville, CT 06085

September 13, 2001

RE: PROGRAM CONTENT

LITTON TOWERS. 2213 Middle Street Second Floor Sullivan's Island, SC 29482 843/883-5060 FAX 843/883-9957

To Whom It May Concern:

The purpose of this letter is to provide television stations with certified documentation that the producers of the Jack Hanna's Animal Adventures series design the program to educate and inform children 13 to 16 years of age.

VideoTours, Inc. is the producer of the Jack Hanna's Animal Adventures series.

Jack Hanna's Animal Adventures is a half - hour live action television program designed to meet the educational and informational needs of children.

In each episode the cameras follow Jack as he spends time with nature's creatures across the continents. Jack talks with people that are knowledgeable about each animal and habitat, teaching as he goes. Each episode is designed to reveal to children the world around them in a way that presents positive role models and prosocial values within an environmentally responsible universe.

In order for parents, children, and listing services to clearly identify the program as one that fulfills the FCC description of a program that meets kids' educational television needs, the beginning of each program includes a 15 second video billboard with the recommended rating TV-G E/I.

e Producer

# **Jack Hanna's Animal Adventures**

Program Schedule and Synopses,

YT Extertalpment Science Calca Telephone: (860) 676-0828 Fax (860) 678-1716

# 2002-2003 Schedule and Show Descriptions of Second Run Programs 1 Quarter Airing September 16, 2002 thru December 9, 2002

Exinforest Engle (2173)

September 16-22, 2002

While in Barro Colorado, a dense forested Island in Panama, Jack goes in search of a Harpy, the world's largest eagle. The island is home to the famed Smithsonian Tropical Research Institute. Later, at the Summit Zoo Jack helps care for an injured AntEster. Daughter Kathaleen checks out the rainforest from a zip line.

Isla Tigre (2174)

Suprember 23-29, 2002

Jack gets a first hand look at the work of a Florida State University professor providing a "laif-way house" on an island in the Panama Canal for human-imprinted primates being resintroduced to the wild. On laie Tigre, Jack observes Howler, Capuchia. Spider and Tamarin monkeys. Daughter Kathaleen speads time in an Embera Indian village.

Panama Canal, Jungle Paredise (2175)

Suptember 30-October 6, 2002

Jack and his daughter Kathaleen share a boating adventure exploring the animal rich rainforest surrounding the Panama Canal, including Howler and Capuchin monkeys and the deadly For de Lance snake. Father and daughter also explore an abandoned military outpost in the jungle.

Canopy Tower (2176)

October 7-13, 2002

An old Air Force radar station converted into a small lodge, provides Jack with a perfect platform for bird watching in Fanama's Soberania National Park. Among the many tropical hinds Jack spots from high atop Canopy Tower is the beautiful Blue Cotings.

Daughter Kathaleen takes a tour through Old Fanama.

Corcovado, Lost in Time (2177)

October 14-20, 2002

In Costa Rica, Jack treks through the pristine Corcovado National Park I search of the clusive jaguar. On a night hike, Jack comes face-to-face with the tapir, a rainforest relative of the rhinoceros. While on a rafting adventure, Jack and his daughter Kathaleen challenge the raging rapids of an environmental treasure, the Pacuare River.

## Costa Rica: Snakes and Stoths (2178)

October 21-27, 2002

In Costa Rica, Jack encounters reptiles including an Eye Lash Viper, a huge Python and the deadly Bushmaster at the World of Snakes. On the Caribbean coast, Jack meets an American couple who has established the Sloth Rehabilitation Center.

## Diving into Dominica (2279)

Ostober 28-November 3, 2002

The watery world of Dominica, one of the Caribbean's most pristing islands, provides Jack and his daughter Kathaleen with an unforgettable island advenure. From an ocean excounter with Sperm whales to a lazy paddle up the Layou River, father and daughter plunge right into the Nature Island. Also, Kathaleen makes her first open water dive.

### Briugas and Beers (2180)

November 4-10, 2002

Jack and his daughter Kathalean travel to northern Canada for encounters with Beluga whales and Polar bears. At Churchill, the Hanna's find lindson Bay much to their liking, but nothing tops the small town's hottest summer passime: face-to-face viewing of friendly helugas. Polar Bears, recently off the winter ice flows are also around, but Jack and Kathalean discover they are much lander to spot.

# Winnipog Wonders (2181)

November 11-17, 2002

Jack and his daughter Kathaleen travel to Winnipeg to experience the animals of Canada. At Oak Hammook Marsh, Jack visits a restored natural habitat that functions as a major stop for migratory birds. At the Assimiboine Zoo, Jack and Kathaleen get a close-up look at native animals including bears, a Wolverine and an Arctic Fox. Later, at a wildlife rehab center, father and daughter release two owls.

#### In the Blind (2182)

November 18-24, 2002

In Manitoba, Canada Jack and his daughter Kathaisen set out in search of native wildlife. Jack is determined to find the hard to find Hog Nose snake in the rolling dunes of Spirit Sands, while Kathaisen watches Black Bear behavior at Riding Mountain. Kathaisen also goes on a bicycle safari with a moose expert.

Glacier Bay Adventure (2183) November 25-December 1, 2002

Jack and his daughter Kathaleen depart Juneau, Alaska abourd the Wilderness Explorer in search of the endless natural beauty of Glacier Bay. Among their encounters: bears, humpbank whales and glaciers. Jack also explores an old gold mine.

Galapagos: Plaços and North Saymour Islands (2184) December 2-8, 2002

Jack and his daughter Kathaleen begin their exploration of the famed Galapages Islands off the Pacific court of South America. On the islands of Plazas and North Seymour, the Hanna's encounter iguates, sea lions and bird rookeries teeming with blue-footed Boobies and Frigates.

Guiapagos: Fernandina Island (2185)

December 9-15, 2002

Six hundred miles the west of Founder in the Pacific Ocean, Jack and his daughter Kathaleen continue their adventures on the Galapagos Islands. On Fernandina, Jacks investigates the Galapagos penguin population while Kathaleen swims with the world's only marine iguanas.

# NON-CORE PROGRAMMING FOR 4TH QUARTER 2002 (SYNDICATED)

Airdate 10/05/02 Time 0500-0530 Duration 30:00	ANIMAL RESCUE EPISODE #A162
Airdate 10/05/02 Time 0430-0500 Duration 30:00	ANIMAL RESCUE EPISODE #A162
Airdate 10/06/02 Time 1500-1530 Duration 30:00	ANIMAL RESCUE EPISODE #A162
Airdate 10/12/02 Time 0430-0500 Duration 30:00	ANIMAL RESCUE EPISODE #A177
Airdate 10/13/02 Time 1500-1530 Duration 00:00	ANIMAL RESCUE EPISODE #A177 Pre-empted; Nascar ran over.
Airdate 10/19/02 Time 0430-0500 Duration 30:00	ANIMAL RESCUE EPISODE #A100E
Airdate 10/20/02 Time 1500-1530 Duration 00:00	ANIMAL RESCUE EPISODE #A100E
Airdate 10/26/02 Time 0300-0330 Duration 30:00	JACK HANNA'S ANIMAL ADVENTURES EPISODE #2178 "COSTA RICA SNAKES AND SLOTHS"
Airdate 10/26/02 Time 0430-0500 Duration 30:00	ANIMAL RESCUE EPISODE #A175
Airdate 11/02/02 Time 0500-0530 Duration 30:00	ANIMAL RESCUE EPISODE #A176

Airdate 11/02/02 Time 0430-0500 Duration 30:00	ANIMAL RESCUE EPISODE #A176
Airdate 11/09/02 Time 0500-0530 Duration 30:00	ANIMAL RESCUE EPISODE #A176
Airdate 11/09/02 Time 0430-0500 Duration 30:00	ANIMAL RESCUE EPISODE #A176
Airdate 11/16/02 Time 0500-0530 Duration 30:00	ANIMAL RESCUE EPISODE #A178
Airdate 11/16/02 Time 0430-0500 Duration 30:00	ANIMAL RESCUE EPISODE #A178
Airdate 11/23/02 Time 0500-0530 Duration 30:00	ANIMAL RESCUE EPISODE #A152
Airdate 11/23/02 Time 0430-0500 Duration 30:00	ANIMAL RESCUE EPISODE #A152
Airdate 11/30/02 Time 0430-0500 Duration 30:00	ANIMAL RESCUE EPISODE #A144
Airdate 12/01/02 Time 1500-1530 Duration 30:00	ANIMAL RESCUE EPISODE #A144
Airdate 12/07/02 Time 0430-0500 Duration 30:00	ANIMAL RESCUE EPISODE #A163
Airdate 12/08/02 Time 1505-1530 Duration 25:00	ANIMAL RESCUE EPISODE #A163 Joined in progress; Golf ran over

:

Airdate 12/14/02 Time 0430-0500 Duration 30:00	ANIMAL RESCUE EPISODE #A164
Airdate 12/15/02 Time 1500-1530 Duration 30:00	ANIMAL RESCUE EPISODE #A164
Airdate 12/21/02 Time 0430-0500 Duration 30:00	ANIMAL RESCUE EPISODE #A164
Airdate 12/22/02 Time 1530-1600 Duration 30:00	ANIMAL RESCUE EPISODE #A164
Airdate 12/28/02 Time 0430-0500 Duration 30:00	ANIMAL RESCUE EPISODE #A166
 Airdate 12/29/02 Time 1530-1600 Duration 30:00	ANIMAL RESCUE EPISODE #A166



Host: Alex Paen

# - SHOW # A-177

- INITIAL FEED DATE: MONDAY, OCT. 07, 2002 -

#### SYNOPSIS

- IN FT. WORTH TEXAS, A HORSE IN STUCK ON A HIGHWAY MEDIAN.
- SAVING ABANDONED DOGS WITH THE WALTER TURKEN ADOPTION PROGRAM.
- ATTEMPTING TO SAVE A BIRD SNARED IN KITE STRING.



Host: Alex Paen

- SHOW # A-100E -

- INITIAL FEED DATE: MONDAY, OCT. 14, 2002 -

#### SYNOPSIS

• HIGHLIGHTS OF THE 16<sup>TH</sup> ANNUAL GENESIS AWARDS, HOSTED BY WENDIE MALICK AND JAMES CROMWELL.



Host: Alex Paen

## - SHOW # A-175 -

- INITIAL FEED DATE: MONDAY, OCT. 21, 2002 -

#### SYNOPSIS

- IN SOUTHERN CALIFORNIA, RESCUERS TRY TO SAVE AN INJURED HORSE WHO HAS FALLEN INTO A CONCRETE CANAL.
- AN INJURED SEA TURTLE GETS HIGH-TECH MEDICAL CARE.
- TWO DOGS ARE TRAPPED IN A BURNING HOUSE.



Host: Alex Paen

# - SHOW # A-176 -

- INITIAL FEED DATE: MONDAY, OCT. 28, 2002 -

#### SYNOPSIS

- SAVING AN INJURED BABY BOBCAT.
- IN INDIANA, A DOG IS STUCK IN AN UNDERGROUND PIPE.
- HELPING AN INJURED SACRED IBIS.



Host: Alex Paen

## - SHOW # A-155 -

- INITIAL FEED DATE: MONDAY, NOV. 04, 2002 -

#### SYNOPSIS

- RESCUERS ATTEMPT TO SAVE A DOG TRAPPED IN A HOLE.
- IN TEXAS, A TEAM OF DOCTORS TRY TO HELP A NEARLY BLIND BUFFALO.
- DUCKLINGS GET RESCUED FROM AN UNDERGROUND DRAIN.
- IN SINGAPORE, VETERINARIANS TREAT AN INJURED TREE KANGAROO.

(This show is closed-captioned)



Host: Alex Paen

# - SHOW # A-178 -

- INITIAL FEED DATE: MONDAY, NOV. 11, 2002 -

#### SYNOPSIS

- RESCUEING CHIMPANZEES IN SPAIN.
- IN SOUTHERN CALIFORNIA, A PUPPY IS TRAPPED UNDER ROCKS.
- HELPING A SICK TURTLE AND FROG.



Host: Alex Paen

## - SHOW # A-152 -

- INITIAL FEED DATE: MONDAY, NOV. 18, 2002 -

#### SYNOPSIS

IN FLORIDA, A NEW BORN CHIMPANZEE IS RESCUED AFTER BEING ABANDONED BY HER MOTHER AND IS TRANSPORTED TO A NEW HOME IN CALIFORNIA.

(This show is closed-captioned)



Host: Alex Paen

## - SHOW # A-144 -

- INITIAL FEED DATE: MONDAY, NOV. 25, 2002 -

### SYNOPSIS

- FOLLOWING A RESCUE TEAM SAVING GREYHOUND RACING DOGS IN MEXICO.
- PROFILE OF A FOSTER HOME PROGRAM FOR CANINES.

(This show is closed-captioned)



Host: Alex Paen

# - SHOW # A-163 -

- INITIAL FEED DATE: MONDAY, DECEMBER 02, 2002 -

#### SYNOPSIS

- IN CANADA, A DOG IS STUCK IN AN UNDERGROUND CULVERT.
- AN OIL SPILL OFF THE GALAPAGOS ISLANDS THREATENS WILDLIFE.
- A CAT IS TRAPPED IN A DRAINAGE WASH.
- IN MISSOURI, A DOG IS STUCK HIGH UP IN A TREE.

(This show is closed-captioned)



Host: Alex Paen

## - SHOW # A-164 -

- INITIAL FEED DATE: MONDAY, DECEMBER 09, 2002 -

#### SYNOPSIS

- SAVING AFRICAN ELEPHANTS IN UGANDA.
- A DOG IS STRANDED ON AN ICY LAKE.
- IN SOUTHERN CALIFORNIA, RESCUERS ATTEMPT TO SAVE A FALLEN HORSE.

(This show is closed-captioned)



Host: Alex Paen

# - SHOW # A-165 -

- INITIAL FEED DATE: MONDAY, DECEMBER 16, 2002 -

#### SYNOPSIS

- A DOG AND HIS OWNER FALL DOWN A STEEP CLIFF.
- TWO SMALL DOGS UNDERGO DENTAL TREATMENT.
- RESCUERS TRY TO CAPTURE SEVERAL WILD ANIMALS FOUND IN NEIGHBORHOODS IN SOUTHERN CALIFORNIA.

(This show is closed-captioned)



Host: Alex Paen

## - SHOW # A-166 -

- INITIAL FEED DATE: MONDAY, DECEMBER 23, 2002 -

#### SYNOPSIS

- RESCUEING WILD HORSES IN NORTHERN NEVADA.
- HORSE GENTLING PROGRAM AT A STATE PRISON.



Host: Alex Paen

## - SHOW # A-167 -

- INITIAL FEED DATE: MONDAY, DECEMBER 30, 2002 -

#### SYNOPSIS

- A MOOSE WANDERS OUT ONTO A FROZEN BAY AND CANNOT RETURN TO SHORE.
- AN EMU RUNS WILD ON THE STREETS OF SOUTHERN CALIFORNIA.
- A MOUNTAIN LION IS FOUND IN A BACKYARD.

(This show is closed-captioned)

#### QUARTERLY CERTIFICATE ON COMPLAINCE WITH COMMERCIAL LIMITS IN CHILDREN'S PROGRAMS

(Programs Originally Produced for the Child Audience)

Station:

KVBC, Las Vegas

Quarter Ending:

12-31-02

Reviewed By:

Judy Reich

## CERTIFICATE OF COMPLIANCE WITH STATUTORY LIMITS AND SECTION 73.670 (COMMERCIAL LIMITS IN CHILDREN'S PROGRAMS)

This certifies that during the past calendar quarter, the above-referenced station, its network and/or its syndicators, as a standard practice, formatted and broadcast the children's programs which are listed below to assure that they would be within the statutory limits permitted for commercials in such programs, except that as to the particular program segments identified below there were overages to the extent indicated. We have attached a separate sheet explaining the reason for each such overage.

Program Titles Program Segment

Date

Excess

The commercial limits were not exceeded.

Endurance

Scout's Safari Strange Days at Blake Holsey High

Prehistoric Planet

Croc Files

Operation Junkyard

Dated: 1-6-03

Signed: Judy Rench

Title: "Children's FCC Required Script"

Length: :30

Date: July 11, 2002

Copywriter: Judy Reich

KVBC-TV Promotions 1500 Foremaster Lane Las Vegas, NV 89101 (702) 657-3289 (Voice) (702) 657-3208 (FAX)



VIDEO	AUDIO
Kendall on camera in-studio	I'm News 3 Anchor and Education Reporter, Kendall Tenney.
	At News 3, we care about the future of our children in Southern Nevada. That's why we offer a variety of weekly educational and informational television shows with the intent to further the positive development of children age 16 and under. We maintain a current public file listing educational objectives.
	For more information call 702-642-3333.
	Channel 3 - working together with you, because the future of our children depends on it.



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<b>KVBC-TV</b> VALLEY BROADCASTING COMPANY 1500 Foremaster Lane P.O. Box 44169 Las Vegas, Nevada 89116 702-642-3333 – Fax # 702-657-3208 Accounting: 866-250-5822 (Toll Free)	SALESMAN HOUSE 12	PUBLIC FILE	7 8 9 10 11 12 DESCADICAST DAY TIME TYPECLASS F/B WG FOR PRODUCT/FILE NO	CHILDREN'S PGMING			
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**Encoda Systems: MIAS** 

N/C

WE WARRANT THAT THE ADVERTISING MATTER ON THIS INVOICE WAS BROADCAST ON THE DATES & TIMES INDICATED. TIMES ARE ACCURATE WITHIN 2 MINS. LOGS AVAILABLE FOR INSPECTION BY ADVAGY FOR 12 MCS.

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MONTHLY COST PER ORDER CONFIRMATION

TOTAL RECONCILING

SUB-TOTALS

## NETWORK PUBLIC SERVICE SCHEDULE, OCTOBER 2002 (PSAs Targeted to Children 16 and Under)

<u>DATE</u>	<u>PROGRAM</u>	ORGANIZATION	SPOT I.D.	<b>LENGTH</b>
10/05	Prehistoric Planet	TMYK/Judging	ZNBC2111	:10
10/05	Croc Files	TMYK/Environment	ZNBC2120	:10
10/05	Operation Junkyard	TMYK/Tolerance	ZNBC2124	:10
10/05	Endurance	TMYK/Environment	ZNBC2120	:10
10/05	Scout's Safari	TMYK/Environment	ZNBC2123	:10
10/05	Strange Days at Blake Holsey	TMYK/Judging	ZNBC2111	:10
10/07	Fear Factor 8:00pm	TMYK/Mentoring	ZNBC2121	:10
10/12	Prehistoric Planet	TMYK/Tolerance	ZNBC2124	:10
10/12	Croc Files	TMYK/Environment	ZNBC2120	:10
10/12	Operation Junkyard	TMYK/Judging	ZNBC2111	:10
10/12	Endurance	TMYK/Tolerance	ZNBC2124	:10
10/12	Scout's Safari	TMYK/Environment	ZNBC2123	:10
10/12	Strange Days at Blake Holsey	TMYK/Environment	ZNBC2120	:10
10/14	Fear Factor 8:00pm	TMYK/Tolerance	ZNBC2124	:10
10/14	Third Watch	TMYK/Mentoring	ZNBC2119	:10
10/19	Prehistoric Planet	TMYK/Environment	ZNBC2120	:10
10/19	Croc Files	TMYK/Judging	ZNBC2111	:10
10/19	Operation Junkyard	TMYK/Tolerance	ZNBC2124	:10
10/19	Endurance	TMYK/Judging	ZNBC2111	:10
10/19	Scout's Safari	TMYK/Environment	ZNBC2120	:10
10/19	Strange Days at Blake Holsey	TMYK/Environment	ZNBC2123	:10
10/20	Law & Order: Criminal Intent	TMYK/Mentoring	ZNBC2109	:10
10/26	Prehistoric Planet	TMYK/Judging	ZNBC2111	:10
10/26	Croc Files	TMYK/Tolerance	ZNBC2124	:10
10/26	Operation Junkyard	TMYK/Environment	ZNBC2120	:10
10/26	Endurance	TMYK/Environment	ZNBC2123	:10
10/26	Scout's Safari	TMYK/Judging	ZNBC2111	:10
10/26	Strange Days at Blake Holsey	TMYK/Tolerance	ZNBC2124	:10
10/27	Dateline 7:00pm	TMYK/Mentoring	ZNBC2109	:10

## NETWORK PUBLIC SERVICE SCHEDULE, NOVEMBER 2002 (PSAs Targeted to Children 16 and Under)

<b>DATE</b>	PROGRAM	ORGANIZATION	SPOT I.D.	<u>LENGTH</u>
11/02	Prehistoric Planet	TMYK/Environment	ZNBC2123	:10
11/02	Croc Files	TMYK/Violence Prevention	ZNBC2132	:10
11/02	Operation Junkyard	TMYK/Tolerance	ZNBC2124	:10
11/02	Endurance	TMYK/Environment	ZNBC2120	:10
11/02	Scout's Safari	TMYK/Violence Prevention	ZNBC2132	:10
11/02	Strange Days at Blake Holsey	TMYK/Judging	ZNBC2111	:10
11/09	Prehistoric Planet	TMYK/Judging	ZNBC2111	:10
11/09	Croc Files	TMYK/Tolerance	ZNBC2124	:10
11/09	Operation Junkyard	TMYK/Violence Prevention	ZNBC2132	:10
11/09	Endurance	TMYK/Judging	ZNBC2111	:10
11/09	Scout's Safari	TMYK/Environment	ZNBC2120	:10
11/09	Strange Days at Blake Holsey	TMYK/Environment	ZNBC2123	:10
11/16	Prehistoric Planet	TMYK/Environment	ZNBC2123	:10
11/16	Croc Files	TMYK/Environment	ZNBC2120	:10
11/16	Operation Junkyard	TMYK/Judging	ZNBC2111	:10
11/16	Endurance	TMYK/Tolerance	ZNBC2124	:10
11/16	Scout's Safari	TMYK/Environment	ZNBC2123	:10
11/16	Strange Days at Blake Holsey	TMYK/Violence Prevention	ZNBC2132	:10
11/23	Prehistoric Planet	TMYK/Judging	ZNBC2111	:10
11/23	Croc Files	TMYK/Environment	ZNBC2123	:10
11/23	Operation Junkyard	TMYK/Violence Prevention	ZNBC2132	:10
11/23	Endurance	TMYK/Judging	ZNBC2111	:10
11/23	Scout's Safari	TMYK/Tolerance	ZNBC2124	:10
11/23	Strange Days at Blake Holsey	TMYK/Environment	ZNBC2120	:10
11/29	NBC Movie of Week 8:00pm	TMYK/Judging	ZNBC2111	:10
11/30	Prehistoric Planet	TMYK/Environment	ZNBC2120	:10
11/30	Croc Files	TMYK/Stay In School	ZNBC2116	:10
11/30	Operation Junkyard	TMYK/Judging	ZNBC2111	:10

	11/30	Endurance	TMYK/Environment	ZNBC2123	:10
	11/30	Scout's Safari	TMYK/Violence Prevention	ZNBC2132	:10
•	11/30	Strange Days at Blake Holsey	TMYK/Tolerance	ZNBC2124	:10

## NETWORK PUBLIC SERVICE SCHEDULE, DECEMBER 2002 (PSAs Targeted to Children 16 and Under)

<b>DATE</b>	<b>PROGRAM</b>	<b>ORGANIZATION</b>	SPOT I.D.	<b>LENGTH</b>
12/02	Fear Factor 8:00pm	TMYK/Judging	ZNBC2111	:10
12/03	In-Laws 8:30pm	TMYK/Mentoring	ZNBC2121	:10
12/07	Prehistoric Planet	TMYK/Tolerance	ZNBC2124	:10
12/07	Croc Files	TMYK/Violence Prevention	ZNBC2132	:10
12/07	Operation Junkyard	TMYK/Environment	ZNBC2123	:10
12/07	Endurance	TMYK/Judging	ZNBC2111	:10
12/07	Scout's Safari	TMYK/Stay In School	ZNBC2116	:10
12/07	Strange Days at Blake Holsey	TMYK/Environment	ZNBC2120	:10
12/09	Fear Factor 8:00pm	TMYK/Mentoring	ZNBC2121	:10
12/14	Prehistoric Planet	TMYK/Environment	ZNBC2120	:10
12/14	Croc Files	TMYK/Tolerance	ZNBC2124	:10
12/14	Operation Junkyard	TMYK/Violence Prevention	ZNBC2132	:10
12/14	Endurance	TMYK/Stay In School	ZNBC2116	:10
12/14	Scout's Safari	TMYK/Judging	ZNBC2111	:10
12/14	Strange Days at Blake Holsey	TMYK/Environment	ZNBC2123	:10
12/16	Fear Factor 8:00pm	TMYK/Tolerance	ZNBC2124	:10
12/20	Providence 8:00pm	TMYK/Mentoring	ZNBC2119	:10
12/21	Prehistoric Planet	TMYK/Environment	ZNBC2123	:10
12/21	Croc Files	TMYK/Judging	ZNBC2111	:10
12/21	Operation Junkyard	TMYK/Stay In School	ZNBC2116	:10
12/21	Endurance	TMYK/Environment	ZNBC2120	:10
12/21	Scout's Safari	TMYK/Violence Prevention	ZNBC2132	:10
12/21	Strange Days at Blake Holsey	TMYK/Tolerance	ZNBC2124	:10
12/21	NBC Special 8:00pm	TMYK/Judging	ZNBC2111	:10
12/25	NBC Special 8:00pm	TMYK/Tolerance	ZNBC2124	:10
12/28	Prehistoric Planet	TMYK/Environment	ZNBC2120	:10
12/28	Croc Files	TMYK/Tolerance	ZNBC2124	:10
12/28	Operation Junkyard	TMYK/Violence Prevention	ZNBC2132	:10

12/28	Endurance	TMYK/Stay In School	ZNBC2116	:10
12/28	Scout's Safari	TMYK/Judging	ZNBC2111	:10
12/28	Strange Days at Blake Holsey	TMYK/Environment	ZNBC2123	:10
12/28	NBC Special 9:30pm	TMYK/Mentoring	ZNBC2121	:10
12/29	Dateline 7:00pm	TMYK/Mentoring	ZNBC2109	:10
12/30	Third Watch	TMYK/Mentoring	ZNBC2119	:10

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KVBC-TV VALLEY BROADCASTING COMPANY

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AGENCY K V B C TV BILLING 1500 FOREMASTER LN ADDRESS LAS VEGAS, NV 89101

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ADVERTISER KVBC/CHILD PGM-PUBLI 1955

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1500 Foremaster Lane P.O. Sox 44169 Las Vegas, Nevada 89116 702-642-3333 – Fax # 702-657-3208 Accounting: 866-250-5822 (Toil Free)

DATE 10/27/02	AGENCY EST. NO.	BRDADCAST MONTH OCTOBER, 2002	CONTRACT YEAR	INSTRUCTIONS
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WE WARRANT THAT THE ADVERTISING MATTER ON THIS INVOICE WAS BROADCAST ON THE DATES & TIMES INDICATED. TIMES ARE ACCURATE WITHIN 2 MINS. LOGS AVAILABLE FOR INSPECTION BY ADV/AGY FOR 12 MOS.



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1500 Foremasier Lane P.O. Box 44169 Las Vegas, Nevada 89116 702-642-3333 – Fax # 702-657-3208 Accounting: 866-250-5822 (Toll Free)

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AGENCY K V B C TV BILLING 1500 FOREMASTER LN ADDRESS LAS VEGAS, NV 89101

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702-642-3333

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VALLEY BROADCASTING COMPANY 1500 Foremaster Lane P.O. Box 44169 Las Vegas, Nevada 89116 702-642-3333 – Fax # 702-657-3208 Accounting: 866-250-5822 (Toll Free)

DATE 12/01/02	AGENCY EST. NO.	BROADCAST MONTH DECEMBER, 2002	CONTRACT YEAR	INSTRUCTIONS
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AGENCY K V B C TV BILLING 1500 FOREMASTER LN ADDRESS LAS VEGAS, NV 89101

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TO LAS VEGAS, NV
702-642-3333

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VALLEY BROADCASTING COMPANY KydC-TV

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TO LAS VEGAS, NV
702-642-3333

**KVIC-7V**VALLEY BROADCASTING COMPANY 1500 Foremaster Lane P.O. Box 44169 Las Vegas, Nevada 89116 702-642-3333 – Fax # 702-657-3208 Accounting: 866-250-5822 (Toll Free)

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AGENCY K V B C TV
BILLING 1500 FOREMASTER LN
ADDRESS LAS VEGAS, NV 89101

VALLEY BROADCASTING COMPANY KURC-TV

1500 Foremaster Lane P.C. Box 44169 Las Vegas, Nevada 89116 702-642-3333 – Fax # 702-657-3208 Accounting: 866-250-5822 (Totil Free)

DATE 12/29/02 AGENCY EST. ND. BROADCAST MONTH DECEMBER, 2002 CONTRACT YEAR BILLING INSTRUCTIONS XVBC 01CE NO. PAGE HEDULE DATES 7/97-99/99 ORDER TYPE

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KVBC-TV F.O. BOX 44169 LAS VEGAS, NV 702-642-3333

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